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SUPER MARIO

64™



Find EVERY Star in the Game!

Covers Nintendo 64®

Totally Unauthorized

Super Mario 64™

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About the Author

Christine Cain (formerly Christine Watson) is a full-time author who resides in the little seaside town of El Granada, California with her new husband, three cats, two hamsters, two snakes, and her annoying—but lovable—cockatoo, Jenny. She has worked within the video game industry for more than four years, having performed as a Tester, Associate Producer, and Writer. She has published articles in such magazines as *Sega Visions* and *Tips and Tricks*, and has also published several book titles for BradyGAMES Publishing, such as *Ecco: The Tides of Time*, *Official Gargoyles Game Guide*, *Totally Unauthorized Yoshi's Island Pocket Guide*, *Totally Unauthorized Mario RPG*, and *Totally Unauthorized Guide to Resident Evil*.

"This book is dedicated to my new husband, Joe. I love you."

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Game Basics

To wander around safely through Mario's fantastic world, you should know a few important things. Things like how to stay alive, how to increase your health, tips on avoiding baddies, and so on. So sit back, relax, and check it out! Here we go!

Cool Stuff to Know

This section covers some general information that relates to gameplay throughout Marioland. Use the information wisely!

Movin'

- Tree tops are your friends. You can hide in them to avoid scurrying enemies, search them for goodies, and use them to increase the height of your jumps.
- When sliding down a hill, you can jump to regain control of Mario. This may prevent you from running into a bad guy. Even worse, you could fall off the world... Mama Mia!
- An effective way to jump up an incline is *backwards*. Face away from the incline and jump while pressing the D-pad toward the incline. This doesn't always work, but when it does, it's a great shortcut to goodies and hard-to-reach places.
- In any course that has water higher than your head, you can easily regain your health by hopping in the water and then coming up for air.
- The back flip is the best tool for jumping to high places. Stand near a ledge, face away from it, press and hold the Z button, and then press the A button.
- The stomp increases your landing accuracy. When you're directly over the spot you need to land, use this move.
Also, use the stomp to avoid taking damage from long falls.
- Don't be afraid of the impossible-to-reach platforms. Sometimes referred to as "gravity-defying" platforms, these platforms are characterized by large Lego-style dots on them. They act just like a flat, solid surface—don't worry about sliding off them.
- When jumping from a pole to any location, turn Mario's body so that his back is facing the location to which you want to jump. Then make sure the view is from behind Mario (usually Mario-Cam Removed is best), because the camera won't switch and change the direction in which you're jumping.
- Whenever jumping across gaps, make sure the camera is either facing Mario's side or his back. If it's not, the D-pad direction changes halfway through the jump.

Moohlah

- Any coin restores a little health, but a Red Coin restores the most.
- Red Coins are worth two Gold Coins; Blue Coins are worth five Gold Coins.
- 50 Coins gets you an extra life. 100 Coins gets you the Bonus Star for that course!

- Pick up boxes and throw them at any bad guy. A box takes care of the baddy and breaks open to reveal three coins. Throw any Little Throwing Box at a Piranha Plant to receive a Blue Coin!

Mushrooms and Lives

- Mushrooms are extra lives and they regenerate each time you enter a course. Stock up every chance you get!
- Mushrooms are always on the go; they don't have time to wait for little plumber guys to pick 'em up. When you find one, be prepared to move quickly, because these mushrooms can scoot pretty fast!
- If you're low on lives, return to a previously finished level and collect some mushrooms.

Stars

- After collecting a Star, a star-shaped blue shadow appears to indicate you've collected it. Touching the shadow makes you exit the course.

Secrets

100 Lives

- After collecting all 120 Stars in the game, return to the Castle and look for the grate next to the water—it is now a cannon. Launch yourself onto the top of the castle and talk to Yoshi, who gives you 100 lives and a special secret!



Reverse Lives

- On a Bowser level, collect 1000 coins and the number of lives changes to M25. Now when you lose a life, you gain one; and any time you gain a life, you lose one. This, in effect, creates Infinite Lives. If the life counter gets to zero, it resets to normal lives.



Course

Bob-Omb's Battlefield

There are trees, grass, flowers, butterflies, gently rolling hills, and a mountain with a winding road to explore. There's also no way to fall off of this world, so practice all of those triple-jumping and jump-kicking techniques!

Location: Front foyer, door on far left, up small staircase.

Requirements: None

Enemies:

- Bombs
- Goombas
- Giant Chomper
- King Bomb
- Koopa



Places & Items

Surfing Koopa Shell

- After rescuing a few stars, a small Koopa appears in the rolling hill area to the right of the Giant Chomper, amongst the Goombas. Punch him and his shell comes off. Before he can get his shell back, hop on! You can now surf quickly around the course. Just don't run into anything, or it's all over.



Purple Switches

- Throwing this switch opens the lower jail doors, creating a path to the mountain that isn't protected by a Giant Chomper. However, this is mainly a red herring in the quest for the sixth star.



Teleporters

- The first teleporter is located in the small field of flowers just beyond the switchbox, beyond the four stompable pegs. Another teleporter is the small field of flowers in the rolling hills to the right of the Giant Chomper.
- A second teleporter can be found in the small cave halfway up the mountain. This connects to another teleporter located in a small cave, just below the top of the mountain.



Mushrooms

- You'll find a Mushroom by running around this small flower patch surrounded by coins. From there, drop down the hill in front of the silver cage into a room behind bars. Another Mushroom is located on the hillside to the right of the Giant Chomper, in the treetop next to the cannon.



Switchboxes

To open the Switchboxes, see "Flying in the Sunlight Bonus Course."

- All of these open to reveal Flying Mario Hats, and the switchboxes are inexhaustable.
- At the beginning of the course, to the lower-left of the incline.
- In the field with the roaming bombs and water ball zone, left of the starting point.
- On the floating island is another switchbox.



Stars

Star One:

- At the tip-top of the winding hill in the center of this course stands King Bomb, complete with golden crown and big mustache. (For the fastest route to the top of the hill, see “Star Two.”)
- After speaking to King Bomb, he stomps toward you like a drone. Simply circle behind him (preferably so his back is to the screen and you can see what you’re doing), pick him up, and throw him. (Only throw him over the side of the mountain for amusement—it doesn’t do any damage.) Try doing backflips over him for a quicker K.O.
- The one thing you must avoid doing is approaching him from the front. His only attack is to pick you up and toss you, but this doesn’t do any damage unless he throws you over the side of the hill—you take damage from the landing.
- On your third successful throw, King Bomb explodes to reveal the first Star.



Star Two:

The Racing Koopa thinks he’s hot stuff and can beat Mario up to the top of the hill. You must prove him wrong to get the next Star!

The Best Route:

1. Run up the incline, around to the left in front of the Giant Chomper, across the balancing bridge, and then jump to the small set of stairs.
2. Run across the field to the right (toward the giant open jail door), dodging the big water balls being shot from the cannon on the big hill.
3. Run (don’t jump or perform any other actions) up the hill and past the pit with the big black rolling balls.
4. Follow the winding dirt path up the hill. You should quickly adjust the camera to see ahead on the track and avoid the big black rolling balls. When a rolling ball comes toward you, press against a wall and keep inching up the hill until it’s safe to run again. Enter the first cave in the wall and wait until you teleport.

5. Leave the destination teleporter near the top of the mountain and run to the top. You should be well ahead of the Koopa.
6. Run past the flag and you should hear a victorious musical piece to indicate you've won. Wait for Koopa, and he'll give up the second Star.



Star Three

- It's time to bring out the big guns! Talk to the Pink Bomb on the rock incline at the beginning of the course and he'll release all of the cannons throughout the course.
- The cannon you need to use is up the incline and in the rock tetrahedron hill in the green field to the right.
- Load yourself into the cannon and aim so that the crosshairs point at the island. Then push the D-pad straight Up to a point where the cannon almost reaches its apex and fire.
- After landing, hit the bottom of the orange switchbox to reveal the third Star.



Star Four

Mario must collect the center coin in five coin loops floating just off the edge of the floating island.

- Use the same method described in the Star three step to reach the floating island. Grab the winged hat from the Red Switchbox, and then quickly hop in the cannon. Aim the cross-hairs at the center coin in the loop in front of you and fire!
- You should easily hit the first three center coins. If you miss the last two, circle around and grab them or land and shoot yourself out of the cannon again.

- When you've collected all five coins, the Star appears in the center of the four stompable pegs.

Tip: Don't go after this star until you have thrown the Red Switch in the first bonus area.



Star Five:

Collect all eight Red Coins.

- The first coin is in the plains to the right of the Giant Chomper resting on a small black hill in the back.
- When Cannons open up, fire yourself onto the floating island, climb the tree, and do a handstand on the tree to collect the second coin.
- The third coin is hovering above the checkered rotating platforms near the Giant Chomper.
- The fourth coin is on top of the pole holding the Giant Chomper down.
- The fifth and sixth coins are in the field across the balancing bridge between the right two stompable wooden pegs.
- The seventh coin is locked behind the bars in the lower ravine. Run down the ramp in front of the silver bars to access this room. Watch out for the Bomb.
- Run up the incline just in front of the pit full of black balls. The eighth coin can be found at the top. Don't jump or perform any other action than running, or you go sliding back down to the bottom.



Star Six:

Free the Giant Chomper.

- The Star you need to rescue is being held captive just behind the Giant Chomper, who seems extremely agitated every time you get close to it.
- If you stand within the circumference of its chain for more than two seconds, it attacks by charging forward and knocking you down, damaging you for about one-third of your health meter. If you stand within the outskirts of the circumference of its chain, such as the fence or a wall, it moves quickly and stretches to the fullest length, smooshing you up against the closest surface (quite irritating).
- The objective is to get to the wooden peg holding the Giant Chomper in place and stomp it down all the way. *The Strategy:* lead Chomper along a wall, wait for it to strike, and then run to and stomp on the wooden peg.
- Then, quickly run toward a wall in the *opposite* direction as the Chomper, because it will soon be charging toward you again. Lead Chomper to a different wall and repeat.
- If you get hit and need to leave to catch some coins and restock your health, don't worry about the peg resetting. As long as you don't die or exit the course, the peg will remain at the same height.
- When the peg is completely pounded into the ground, Chomper breaks free and sets the Star free.



Bonus Star

Collect 100 Gold Coins.



Bonus Course: Wooden Slide

This course is a big wooden slide that Mario can fall off! If you fall off the side you don't lose a life, only the coins you collected on the Slide.



Location: Front foyer, highest door on the right. Jump through the right stained glass window.

Requirements: 1 Star

Enemies:

● None

Places & Items

Blue Coin Switch

- Behind and to your right at the start of the level is the Blue Coin Switch. Hit this switch to create several Blue Coins at the beginning of slide. Pick up the coins as fast as you can, because they disappear quickly!



Stars:

Star One

- Make it to the bottom of the slide alive and you receive a Star.



Star Two

- Make it to the bottom of the slide in under 21 seconds and you get the second Star.



Tip: Getting the second star is not an easy task. It's best to cut sharply on the inside corners, and push up on the D-pad as often as possible.

Course

Whomp's Fortress

The whole course is a mountain that's suspended in the sky, which makes a simple error in judgement a frustrating experience. If Mario falls off this or any course, he loses all coins acquired and must begin the level again from the bottom.

Location: Front foyer, lowest door on the right side.

Requirements: One Star

Enemies:

- Piranha Plants
- Stone Slab Monsters
- Giant Bullet
- Blockheads
- Giant Stone Slab Monster



Places & Items

Owl

- Climb the tree at the beginning of the course and the Owl appears. Stand in his flight path, wait until he's almost over Mario, and then press and hold the Jump button.
- The Owl flies you to the top of the mountain—just *don't let go!*



Tip: The Owl won't appear until you've collected a couple of stars.

Blue Coin Switch

- This switch is located just beyond the Pink Bomb at the base of the ramp.



Mushrooms

- Stand on the end of the rotating plank and pick up the coins as it rotates. A Mushroom appears at the opposite end of the plank. You must drop to the ramp below to catch the mushroom.
- You can find another mushroom at the top of the tall pole that's next to the rotating plank.



Stars

Star One:

Defeat the Giant Slab Boss.

- Climb to the top of the mountain. Talk to the slab. When it begins to walk toward you, stand in front of it until the slab begins to wobble.
- Quickly move to the side before the slab falls. Jump on the slab's back and stomp on the band-aids.
- Jump off and repeat this process two more times to pick up the Star!



Star Two:

Scale the tower.

- Climb to the top of the mountain again. Now the Giant Stone Slab Monster has been replaced by a giant tower with moving platforms.
- Find the lowest platform on the tower; however, avoid the Giant Bullet shooting from the large black box in the corner.
- This following task is easier than it sounds. Every other platform slowly slides into and out of the tower, so stand on a stable platform, wait for the next platform to slide out, and jump up. Your Star awaits at the top of the tower...



Star Three:

Shoot for the star.

- Now you must talk to the Pink Bomb, which appears next to the small pool. He opens up a cannon for you, so jump in it.
- Now aim the crosshairs at the four-pillar room located to the upper-left, and then aim directly at the middle pillar.
- Then raise the crosshairs—very carefully—just above the middle pillar so that you will arc into it. Fire!
- Collect the Gold Coins, and then slide down the pole and collect the Star.



Star Four:

Collect all eight red coins. They are located in the following areas:

- At the beginning of the level, proceed up the ramp. The first coin is hovering over the second sliding block.
- The second star is floating just above the highest Blockhead. Stand on the step just above him and jump on his head when he lands. From here you can make a small jump straight up to grab the coin.
- The third coin is hidden just behind the first Piranha Plant halfway up the mountain.
- The fourth coin is just beyond the third. Tiptoe onto the ledge to the right of the collapsing bridge.
- The fifth coin is in the middle of the rotating plank's area. Stand on the end of the plank and you'll pick up the coin as it rotates toward the opposite side.
- While on the rotating wooden plank, wait for it to rotate into the gray triangular obstacle. This drops you directly onto the sixth red coin. If you miss, use the "backward jump" or Mario's triple-jump to scale the ramp from the bottom.
- Jump-kick the giant wooden plank that appeared after you defeated the boss. You'll probably have to hit it a couple of times. It falls, creating a bridge to the floating islands. This leads to the seventh and eighth coins that are floating on two of the small islands.





Star Five:

Use the Owl to reach the floating cage.

- Climb the tree to your left at the beginning of this course. When the Owl appears, stand in his flight path, wait until he's just about over your head, and then press and hold the Jump button.
- When he reaches the top of his flight, you can control which direction he flies by pressing the D-pad. Fly to the left of the floating islands until you are positioned directly over the Star in the cage. You can tell if you're lined up by looking for Mario's circular shadow inside the cage.
- Let go of the Jump button and the Star is yours!

Tip: Here we go! By holding onto the Owl's feet, Mario can fly anywhere in the level.



Star Six:

Break open the wall to get the hidden star.

- Time to break out the cannon again! Jump in the cannon, but this time aim the crosshairs at the wall to the right of the revolving wooden plank.
- Fine-tune your aim so that you're shooting Mario directly into the upper right corner. If you look carefully, you can actually see a crease in the wall that marks the spot. This may seem awkward, but fire! You'll bust through a weak wall and expose the last Star!
- Climb back up to the top of the wall and slide off the side to collect this hidden treasure.



Bonus Star:

Collect 100 Gold Coins.



Course

Jolly Roger Bay

This course is like a giant tide pool. There's water everywhere, some dry land, stalactites and stalagmites, and even a sunken ship.

Location: Front foyer, door on the far right up a small stairway.

Requirements: Three Stars

Enemies:

- Goombas
- Giant Eel
- Sliding Toxic Box
- Giant Oysters



Places & Items

Koopa Shell

- At the beginning of the level, jump into the water and swim down to the first Giant Oyster. You'll find a Koopa Shell here.



Blue Coin Switch

- Inside the underwater cave, you can find the Blue Coin Switch to the right of the entrance.



Purple Switch

- The Purple Switch is hiding on the second plateau above the lagoon. From the small beach you can double-jump to grab the edge of the plateau. Pressing the switch creates a temporary bridge that makes it much easier to collect all those nearby coins.



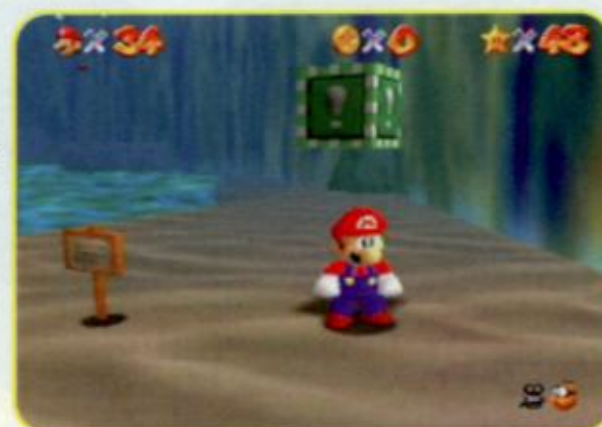
Orange Switchboxes

- The Orange Switchbox is located at the beginning of the level, off to the left. Hitting it releases three Gold Coins.



Green Switchboxes

- At the beginning of the level and to the right is one Green Switchbox.
- The other Green Switchbox is on the same plateau as the Purple Switch.



Mushroom

- One Mushroom is at the top of the largest stalactite in the lagoon. This can only be reached by shooting yourself from the nearby cannon. Aim high if you want to make this long shot.
- In the main lagoon, just in front of the entrance to the underwater cave, are several rings of gold coins. Pick up the coins and a Mushroom appears. You need to be quick to grab this one.



Stars

Star One:

Look for sunken treasure.

- Deep within the lagoon you'll find a sunken ship being guarded by a rather large Eel.
- To get the Eel to leave the ship, swim into the cave near the bottom of the lagoon and follow it to the large room at the end.
- Now swim back to the ship and into the hole where the Eel was previously resting.

There are four chests in the hole that must be opened in the following order:

- Upper chest on the bow
- Chest to the right
- Left chest
- Chest in the middle

Swim into the chest to open it and grab the air bubble to replenish your health meter. Also, if you touch a chest out of order, start at the top chest to begin again. After all four chests have been opened, the ship rises to the surface, draining the water from its hull.

Tip: As soon as the water starts to drain, swim towards the yellow switchbox on the bow of the ship and get on the highest platform. This saves you the trouble of scaling the "cliff" after the water drains. The physics are hard to adjust to, and there're quite a few platforms to scale.

At the top of the boat, your Star awaits!



Star Two:

Chase the Eel.

- Return to the original position of the Giant Eels (see "Star One").
- Near the boat's original position is a hexagonal-shaped cave surrounded by seaweed. With his home gone, the Eel has taken up residence here.
- To lure him out of the cave, swim over his head. Be careful, he'll try to take a piece out of you. Then swim behind him to find the Star you need stuck to his tail.
- The Giant Eel swims unpredictably, so be patient. If you're feeling confident, you can get the Star by waiting inside the bottom edge of the hole, then as he swims out you can grab the Star off his tail as he passes over you.



Star Three:

Find the hidden treasure in a pirate's cave.

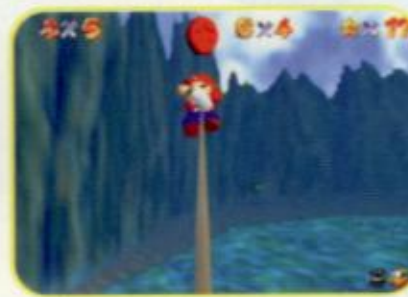
- Swim back to the underwater cave you were in momentarily (refer to Steps for "Star One").
- Run left towards the back of the cave, but look out for those falling stalactites. If you've thrown the Green Switch, Metal Mario can pass through this area easily. Open the treasure chests in the following order: the chest at the top; the left chest; the chest to the right; and finally the bottom chest. If you do this correctly, the final chest produces the third star.



Star Four:

Collect all eight Red Coins.

- The first coin is underwater near the start, inside the Oyster to the left.
- The second coin is inside the Oyster directly past the Oyster with the first Red Coin.
- The third coin is at the top of the pole next to the island with the Pink Bomb.
- Just off the tiny beach near the floating wood block is an Oyster; inside it is the fourth red coin..
- The fifth red coin is on the bow of the ship once it has surfaced.
- The sixth and seventh red coins are floating above the raised end of the ship once it surfaces. You must perform a triple jump to reach this high ledge.
- In the deepest part of the lagoon, you'll find the eight coin inside another Oyster.



Star Five:

Shoot for the star.

- Talk to the Pink Bomb on the first plateau. This opens the cannon near the shore.
- Now return to the beginning of the course and hop in the cannon in the rock.
- Aim the cannon's crosshairs toward the left or middle stalagmite. Once lined up, move the crosshairs up so that the tip of the stalagmite is almost in the fuzzy part of the screen. Fire away!
- After you land on the stalagmite, jump to the platform on the left side to collect the Star.



Star Six:

Go against the current.

- Return to the cave where you collected Star Three.
- Hit the Green Switchbox, grab the Invulnerability Liquid Metal Hat, and run like crazy for the cave entrance.
- Run down into the water and directly over the cliff that leads to the strong rising current. If you get there in time, Mario will be able to resist the current and you'll grab the Star just as you return to normal.



Bonus Star:

Collect 100 Gold Coins.



Bonus Course: Aquarium

This is a large, rectangular room containing eight Red Coins. There are no places to come up for air, so you must use Coin collecting to stay alive.

Location: Front foyer, inside the room for Course 3. Jump up and pull yourself into the hole in the wall on the right.

Requirements: Three Stars

Enemies: None

Tip: Jump through the left hole in the wall to pick up a mushroom!



Places & Items

Mushroom

- Swim straight down to the pedestal on the floor in the middle of the room.



Star

Collect eight Red Coins.

- Along the floor are four Red Coins, one in each corner of the room.
- There are rings made of Gold Coins positioned almost level with each window in the room. There's a Red Coin in the middle of each ring.
- Collecting all eight coins causes the Star to appear on the pedestal in the center of the room.



Course

Cool, Cool Mountain

The snowiest mountain this side of Mario Land, this place is a giant slalom course on ice. Running causes you to skid just a bit, so be careful near the edges! Also, there's an *extremely* hair-raising slide down some steep and slippery ice, and after you conquer it, you must race down it. The further you press forward on the D-pad, the faster you slide or accelerate. Obviously, pressing back on the D-pad slows you down. Do not go full speed into *any* unfamiliar slide... it never works.



Location: Inside the Castle; first-floor door on the left side of the room.

Requirements: Four Stars

Enemies:

- Bouncing Snowmen
- Snowball Throwing Snowmen
- Spinning Flower Guys

Places & Items

Teleporter

- Standing on the edge of the bridge to the right of the start teleports you to a broken bridge at the bottom of the level.



Blue Coin Switch

- As you slide down the mountain side you'll reach a rather severe U-turn. Jump to your right just before you hit the turn to find the area where the Blue Coin Switch is hiding.



Lift

- The Lift is next to Mama Penguin and the cannon. It takes you from the bottom of the mountain, past the small island with the Pink Bomb, and to the area with a snowball on a pedestal.

Tip: You can only take the Lift up. It returns to the bottom of the mountain the moment you step off.



Switchboxes and Mushrooms

- On the lower ledge at the base of the slide down the mountain, there's an Orange Switchbox in the left corner that contains a Mushroom. You must double-jump to reach the box.
- In the same area, climb the tree closest to the snowball pedestal to find a mushroom.
- Walk off the teleport bridge at the top of the mountain to make Mario slide down a steep incline. Jump at the bottom to stop yourself. Here you'll find an Orange Switchbox that contains a mushroom.
- While sliding down the ice slide inside the building on top of the mountain, look for a row of coins leading into the wall. Follow the coins to find a secret passage. On your way down you'll get a chance at two Mushrooms. At the bottom you'll find an Orange Switchbox that contains a Mushroom.



Stars

Star One:

Make it to the bottom alive.

- Jump into the chimney at the top of the mountain and you'll find a very steep ice slide. Learning how *not* to fall off and into oblivion is a painful experience and takes some practice.
- Proceed slowly until you pass the first wall you can slide into.
- From this point on, you must stay on the left side of the track and pick up speed to avoid sliding down the steep curves. Your safest bet is to basically follow the coin trails.
- Reach the bottom alive and you're rewarded with your first star when you exit the bottom room.



Star Two:

Lend the penguins a helping hand.

- At the top of the mountain is a baby penguin, who belongs to you-know-who waiting at the bottom. Pick up the penguin and take him for a ride down the slopes!
- Take it slow to avoid wiping out, and jump up when you reach the snowball on the pedestal.
- Cross the bridge, but avoid the Bouncing Snowman. To do this, wait until the snowman is next to you, and run underneath him as he bounces over you.

From here you can hop down to the Mama Penguin safely. Don't worry about the height of the drop—the soft snow below will break your fall.

- Hand the baby back to Mama Penguin and she gives you a Star!



Star Three:

Race Mama Penguin down the Ice Slide.

- Now that you have the Ice Slide down pat, it's time to race Mama Penguin.
- At this point, stay in the middle of the track and increase your speed! It's best to ignore her until you reach the area with walls on both sides.
- At the bottom you need to wait until Mama Penguin bounces off the wall and stops. Here she talks to you and hands over another Star. If you exit before talking to her, you must go through the process again.



Star Four:

Collect all eight Red Coins.

- The first coin is above the tree to the left of the start. Climb the tree and do a handstand to grab the coin.
- Make Mario walk off the teleporter bridge at the top of the mountain. Stop him at the bottom of the incline by jumping. The second Red Coin is located next to the large ice wall.
- The third coin is against the wall at the base of the mountain slide. Look to the left of the bodiless snowman's pedestal.
- The fourth coin is on the broken bridge just left of the bridge guarded by snowmen.
- The fifth coin is on a small island near the Bridge Teleporter at the bottom of the mountain.
- From the fifth coin, go around the corner to the right. The sixth coin is on the edge of the world.
- The seventh coin is found in the treetop next to Mama Penguin.
- Ride the lift to the top to find the eighth coin waiting for you.



Star Five:

Get the Snowman a body.

- At the top of the mountain you'll find a snowball resting on a pedestal. Talk to it and then get ready to race. A snowball awaits on the platform with the Spinning Flower Guy. You must slide down the mountain ahead of him and wait on the Snowball Pedestal.
- The snowball leaps off the pedestal and rolls down the mountain. Try to stay ahead, but keep a safe distance between you and the snowball. This race can be won by falling off the side of the track over the bodiless snowball below. Doing so deposits you unharmed in the snow near the pedestal.
- Talk to the bodiless snowball and the rolling snowball comes crashing into the snowball on the pedestal, creating a terrific snowman who gives you a Star!



Star Six:

Scale the icy cliffs.

- Talk to the Pink Bomb to open the cannons. (He is located on the tiny island that the lift passes as it rises up the mountain.)
- Jump into the cannon next to Mama Penguin and aim the crosshairs at the tree across the ravine, then straight up into the rock, and finally just below the line where shadow and light meet. This will deposit you in the tree on the other side.
- Follow the ledge around and past the Spinning Flower Guy. Get close, wait for it to float toward you, and then squash it.
- There are some coins that form an arrow pointing to a large gap. Collect them and perform a "yahoo" jump to reach the other side.

Tip: Collect as many coins as possible on the Giant Ice Slide, and then collect the remaining coins outside. If you reach 100 coins on the slide, the star appears above the track—you can't walk back onto the track to get it, and exiting the Ice Slide House makes the Star disappear.

- Run up the ramp, but stop to replenish your health the Heart Power-up.
- At the top of the ramp, you can see another ramp to the upperleft. Reaching the next ramp is kind of tricky. Spring off the wall to reach this high slope.

At the top of the second ramp (to the left), things get tough. To reach the next slope, run halfway back down the ramp and begin a triple-jump. Make sure the third jump begins *at the edge* of the platform, which sends you up toward the wall.

- Quickly jump off the wall to launch yourself toward the platform.
- Finally, inch your way across the thin slippery walkway to get the Star.



Bonus Star:

Collect 100 Gold Coins.



Tip: Collect as many gold coins as possible on the Giant Ice Slide, and then collect the remaining coins outside. If you reach 100 coins on the slide, the star appears above the track—you can't walk back onto the track to get it, and exiting the Ice Slide House makes the Star disappear.

Bonus Course: Flying in the Sunlight

Only one tower is available to serve as a landing strip. The rest is the wild blue yonder! You begin this course with the Flying Mario Hat, so zoom toward the spiral trail of coins. Collect all eight Red Coins for a Star! It's best to aim slightly below each Red Coin, because the wind tends to throw you a little off-course.



Location: Front foyer; stand on the carpet in the middle of the room when the sun shines on it. Facing the stairway, use the Yellow Up button to zoom in on Mario. Look up at the Sun on the ceiling.

Requirements: 15 Stars

Enemies:

- None



Places & Items

Red Switchbox

- If you need to go back for a Red Coin and you're running out of time, land on the tower and hit the switchbox to receive another Flying Mario Hat. To get airborne again, perform a triple-jump; unfortunately, you won't have the same speed or altitude you had when you first started the course.



Red Switch

- The Red Switch is sitting in the middle of the tower. Hit the switch to activate the Red Switchboxes.



Star

Collect eight Red Coins.

- As you begin this level, pull hard to the right and look for a trail of gold coins. Follow the coin trail as it spirals down towards the tower below.
- Spaced evenly along the line of coins are coin rings containing two Red Coins each. Fly through the center of each ring, making sure to grab the Red Coins.
- Collect all eight Red Coins and the Star appears near the Red Switch on the tower below.

Bonus Course: Fight with Bowser

This level tests your accuracy and reflexes. It's basically an obstacle course comprised of platforms floating in space. At the other end of the course awaits the Big Green One—Bowser, for those of you not in the know.

Location: Front foyer, through the Star Door.

Requirements: 10 Stars

Enemies:

- Bowser
- Goombas
- Electric Orbs



Places & Items

Mushroom

- There's one Mushroom at the large, blue platform just beyond the blue rotating pyramids. Just to the right of the pyramids are two seesaws: run across the first one to the second, then run across the second one to the right, and then back to the left to get the seesaw rocking. When it tilts upward, jump onto the platform to the left.
- On the opposite side of the first seesaw are two Mushrooms. It's safer to go past the second seesaw and attempt to "wall hug" your way to them rather than attempt to jump from the seesaw to the narrow platform.



Green Switchbox

- The Green Switchbox at the beginning of the level can help you get the first two coins.



Orange Switchbox

- An Orange Switchbox just past the ferris wheel contains a Mushroom.
- There's another Orange Switchbox on top of the gray block with a long yellow platform that slides back and forth within it. It releases three Gold Coins.
- There's a switchbox containing a Mushroom on the roulette wheel-shaped platform just before the Ferris Wheels.



Purple Switch

- The Purple Switch near the beginning of the level activates two temporary platforms, both of which you need in order to collect two Red Coins.
- The second Purple Switch transforms the colored slope into a series of climbable steps.



Stars

Star One

Collect all eight Red Coins.

- The first coin is hanging in midair just to the right of the start of the level. Activate the Purple Switch near the Flamethrower, run back to the start, and use the temporary platform to reach the coin.
- The second coin is opposite the Flamethrower near the start. Throw the Purple Switch to create a temporary platform that enables you to reach the coin.
- On the long, green platform swarming with Electric Orbs, the third coin is hidden behind the third blue crystal.
- The fourth coin is hidden on the opposite side of the gray block with a long, yellow platform that slides back and forth within it. Wait for the yellow block to slide under the coin before you try to collect it.
- Stand on the corner of the blue rotating pyramids so that they carry you into the fifth coin.

- Opposite the seesaws is a thin rail that leads to a platform shaped like a roulette table. The sixth coin is hidden behind the pole amongst the Gold Coins.
- The seventh coin is hidden on the platform above the first seesaw. Work your way across the seesaws to the platform ahead. From here you can make a “Yahoo!” jump back to the platforms over the seesaws.
- After grabbing the seventh coin, jump back to the ledge you made a “Yahoo!” jump to. Look down the left edge and you’ll see the eighth coin below. Drop down and grab the coin, and then hop to the stone platform or the seesaw to get back on the main path.

The Star appears next to the pipe leading to Bowser after you’ve collected all eight Red Coins.



Bowser Key

Now comes the tough part—defeating Bowser!

- Pick up Bowser by his tail and swing him around.
- When you’re spinning at a good speed, toss him so that he lands on one of the spiked balls along the sides of the area. If you throw Bowser off the side without hitting a spiked ball, he’ll jump back up to the platform. Jump when he lands or you’ll get stunned.
- Stay near Bowser’s back as often as possible or you may get hit by his long-range breath.
- If you need health, his breath occasionally leaves a Gold Coin.
- After he hits a spiked ball, Bowser lands on his back and relinquishes the Bowser key.



Course

Big Boo's Haunt

This Haunted Mansion blows the pants off all Haunted Mansions ever seen! Two stories of ghosts, plumber-eating pianos, giant eyeballs, creepy music, and truly spine-tingling traps!

Location: Backyard of castle, inside big ghost.

Requirements: Ghosts must appear in the Castle's backyard. Then the ghost in the back-left who's holding the cage must be stomped. Mario gets small and enters the cage the ghost drops.

Enemies:

- Lil' Boos
- Big Boos
- Man-Eating Piano
- Flying Chairs
- Flying Books
- Giant Eyeballs
- Spiders



Places & Items

Elevator

- If you fall into the water outside the carousel, there's an elevator in the backyard shed that takes you back up to the main floor.



Switchboxes

Each of the Blue Switchboxes open and provide Mario with Phasing Ability. To activate the switchboxes, see “Blue Switch Bonus Course,” later in this book.

- **Blue Switchbox:** First floor; library
- **Blue Switchbox:** Second-floor balcony.
- **Blue Switchbox:** Behind the Big Boo painting in the Attic.
- **Orange Switchbox:** Near the back door an Orange Switchbox releases eight Gold Coins.



Mushrooms

- One mushroom is on the ghost house roof next to Star Five (see “Star Five”).
- To reach the other mushroom, triple-jump to the shed’s roof by springing off the stompable box on your third jump.



Stars

Star One:

Beat Big Boo #1.

- Stomp each Lil’ Boo you find on the first floor.
- When you return to the Hall, a Big Boo appears in the middle of floor. To defeat it, run behind it and punch it in the back. This causes it to fly against the wall and shrink in size.
- Hit Big Boo three times and he’s done for. When Big Boo disappears for good, a stairway emerges, giving you access to the second floor and a Star.



Star Two:

Ride the Scare-ousel.

- Take the elevator in the shed down and follow the water-filled hallway to the sound of the carousel music.
- Once you're inside the carousel, Lil' Boos emerge from a nearby painting of a Big Boo. Avoid the flame jets and stomp each of the Boos as they appear.
- A Big Boo soon appears. Simply run around it and punch it in the back three times to win another Star.



Star Three:

Open the secret panel.

- Go upstairs and, from the corner on your left, enter the door to your immediate left.
- Use a couple of "Yahoo!" jumps to quickly clear the halls and to dodge the flying books.
- At the end of the hallway, there are three green books sticking out. You must attack the highest Green Book first. Then attack the lowest, followed by an attack against the middle book.
- The bookshelf slides aside to reveal a hidden door. Collect the Star!



Star Four:

Collect all eight Red Coins.

- First floor, in the room with the Man-Eating Piano. Lure the Piano toward you and grab the first coin.
- First floor, in the library. The second and third coins are on top of the bookcases.
- First floor, the room with a huge hole in the floor. Cling close to the walls to get to the fourth coin that's on the ledge.
- Second floor, through the first door to the left. The fifth coin is on the opposite side of the room.

- Second floor, through the first door on your right. The sixth and seventh coins are hidden, respectively, under the first coffin on the right and the second coffin on the left. Stand near the base of the coffins, and then quickly run underneath them to grab the coins.
- Second floor, through the door on the right wall. The eighth coin is near the rocking platform in the floor.



Star Five:

Fight Big Boo Boss #3.

- Reaching the balcony is the hardest part of obtaining Star Five. You must go to the second floor and through the door on the right wall.
- On the opposite side of the room of the rocking platform, you will see a ledge and the attic door above you that seem to be just out of reach. Double-jump toward the back wall (opposite the entrance), and leap off the back wall so that you land on the ledge.
- Run through the double doors, which lead to the balcony and Big Boo #3.
- Fight the Big Boo the same as you've fought the others (see "Star One" and "Star Two"). After he's defeated, the Star floats up to the roof. Now you must jump from the balcony to either tier on the sides. From here you can climb to the apex of the roof and walk to the Star.



Star Six:

The giant eye in the attic.

- Hit the Blue Switchbox located on the right side of the second floor. Quickly work your way up to the attic as you did for Star Five. If the phase power runs out, you must go back and try again.



- Once inside the attic, you must go through the portrait of the Big Boo on the wall.



- Defeat the Giant Eyeball by running around it several times. The Eye vanishes, leaving you with the Star!



Tip: You cannot get this star until you have activated the Blue Switch. If you haven't turned on the Blue Switch, see "Blue Switch Bonus Course."

Bonus Star

Collect 100 Gold Coins.



マイスコア 136



テレサの ホラーハウス

Bonus Course: The Golden Bunny

This is the basement, home to the fastest gold bunny in Marioland and the doors to the next set of courses. You need to catch the bunny once for the first Star. Then, after you've finished a couple of courses, he reappears. The method for catching him remains the same.

Location: Basement, in the corridors.

Requirements: Bowser Key

Enemies:

- None; however, the red and blue flame torches make Mario a little hot under the collar.

Star:

Catch that wabbit! Easier said than done, right? It may take some practice.

- Follow the rabbit around the corridors to learn his escape path; keep in mind that he dodges to your left and right.
- When you've got his route down, get as close as you can before sprinting toward him. Then try to anticipate his path when he begins to run.
- Finally, dive or "Woo-hoo!" jump to the anticipated point. Cutting the rabbit off at a corner seems to work very well, as does grabbing him at one of the two dead ends. If all else fails, there's nothing wrong with flailing around and run-jumping randomly.



Course

Hazy Maze Cave

This level has its ups and downs. You have to run through toxic green mist, slide down poles, manipulate directional platforms, swing across four-story monkey bars... It's not easy!

Location: In the basement and through the door with the star. Jump in the pool of black shimmering gunk.

Requirements: First Bowser Key

Enemies:

- Spiders
- Giant Eyeballs
- Bats
- Gophers
- Gas Mask Guys



Places & Items

Mushroom

- To find a mushroom, go to the mist area and continuously bounce on the gophers' heads.



Blue Coin Switch

- In the mist area, the Blue Coin Switch can be found on the raised white platform.



Orange Switchboxes

- There's an Orange Switchbox in the room with the elevator that leads to the lagoon.



Green Switchboxes

- The Green Switchbox is at the beginning of the level off to the right. It gives you temporary invulnerability.
- In the mist area, there are three more Green Switchboxes. Metal Mario is invulnerable to the toxic mist.



Heart

- Across the chasm from the rolling rocks is a heart power-up. You must take a long jump to reach the ledge on which it rests. Be careful or you may end up sliding into the pit below.



Stars

Star One

Get a little help from a big friend.

- At the start of the course, head to the left and work your way down to the lagoon. Take the door at the top of the rolling rock slope and ride the elevator down.
- You need to get on top of the Plethosaurus' head. You can do so by jumping onto the dino's back, and then stomping on him so that he lowers his head for you.
- When you're in place, steer the dino toward the island in the center of the room. Jump over to the island when you get close and grab the Star.

Tip: Before jumping into the metallic pool, look for the wall next to the pool to find a Toad. He'll give you a Star.



Star Two

Collect eight Red Coins.

- Fortunately the coins are all in the room to the right of the entrance. To the right of the point where you enter the room is a floating platform. Pressing one of the arrows on the platform's surface causes the platform to move in the direction the arrow is pointing. Knowing this, steer yourself toward each of the boxes. When you get close to a box, bust it open to get a coin.
- You'll also need to hop off the platform to grab the coin on the grassy plateau in the corner of the room. Move fast! If you're off the platform for very long it will disappear.
- After you have four coins, work your way to the poles hanging from the ceiling. Jump onto the green turf to the left and climb up the pole. At the top you'll find another moving platform, but you can't guide this one. It will begin to move along a predetermined track when you step on it.
- Picking up the coins is not a simple task. You need to make several tough jumps over floating platforms. Timing is everything.
- With all eight coins collected, the Star appears on the ground below.



Star Three

The sunken switch.

- In the lagoon area (see "Star One"), you'll find a sunken switch. Mario can't hit the switch because of the water's resistance.
- Hit the Green Switchbox by the elevator and collect the metal hat. While powered up, follow the dark brown path down into the water below. The path continues along the lagoon's floor and leads to the switch.
- Metal Mario's weight is enough to throw the switch and open the red doors to the left.
- Run down the unlocked corridor, performing a double "Yahoo!" jump to clear the pits and collect the Star.

Tip: You must have already thrown the Green Switch to collect Star Three. If you haven't visited the Green Switch Cave, refer to the "Green Switch Bonus Course."



Star Four

Conquer the cavern of mist.

- Go through the middle passage in the left side of the room mentioned for Star Two.
- Jump into the pit to reach the mist cavern, but quickly run to the right to avoid the toxic mist and the Gas Mask Guy.
- If you've thrown the Green Switch, be sure to grab the Liquid Metal Hat. Metal Mario doesn't take damage from the otherwise deadly mist.
- Run through the mist to the Blue Coin Switch on the white ledge. Hit the switch, and then jump back down to collect the trail of Blue Coins.
- When you come to a single on a small hill, jump on his head. To keep him from reappearing, stand in the same place from which he attacks.
- At the end of the trail you'll find an alcove positioned high on a wall. Double-jump to reach the alcove, or simply perform a back flip.
- Go through the door and run through the corridor to the checkered elevator.
- Ride the elevator up and you'll find the next Star at the top.



Star Five

Use the girders to get the Star.

- Go to the yellowish-green mist room (see "Star Four"); however, this time jump into the alcove to the left of the one described in Star Four.
- The elevator at the end of this hall leads to a ledge where you can reach the red girders that were visible in the rolling rock room.
- Double-jump straight up and hold the Jump button to latch onto a girder, and then move toward the string of five coins.
- As the girder structure narrows, stay near the middle bar. Your goal is to reach the platform with the Star.



Star Six

The hidden platform.

- In the room with the rolling rocks, work your way over to where the rocks fall from the ceiling.
- Instead of following the arrow, stop in front of the door and jump back and forth between the two walls until you reach the alcove hidden above. This move is difficult to perform, but persistence pays off.
- The last Star is in the alcove on the right.



Bonus Star

Collect 100 Gold Coins.



Bonus Course: Green Switch

This course consists of water running through a long hallway and several small, stone islands. It's very easy to find everything in this course, because everything is basically in the same small area.

Location: Inside Course 6, in the lower lagoon near Star One. Ride Nesse to the iron doors along the outer wall and follow the hall to the metal pool.

Requirements: Bowser Key

Enemies: Gas Mask Guys



Places & Items

Orange Switchbox

- At the end of the hall, turn right to find the Orange Switchbox; it contains a mushroom. Don't activate the Switchbox unless you're Metal Mario.



Green Switchbox

- There are Green Switchboxes all over this level. Use them to help Mario fight the strong current.



Mushroom

- There is a mushroom in the alcove across the tiny bridge.



Getting to the Switch

- Carefully make your way down the hall. Avoid falling into the water below. The current is very strong and will carry you right over the waterfall. If you do fall in, swim for the nearest shore.
- Jump from island to island to get to the far end of the room, where you'll find the switch. Stomping the switch activates all of the Green Switchboxes, enabling Mario to become Metal Mario.



Star:

Collect all eight Red Coins.

- There are two Red Coins hiding in the alcove across the small bridge.
- Two more coins can be found on either side of the Green Switch.
- After activating the Green Switch, pick up a Liquid Metal Hat, dive underwater, and collect the four Red Coins that surround the pedestal near the Green Switch.
- With all eight Red Coins collected, the Star appears underwater behind the Green Switch's pillar.



Course 7

Lethal Lava Land

This level is difficult. It's filled with all kinds of floating islands: rising, sinking, rotating, and even motionless islands in a lagoon of molten lava.



If you touch the lava, you can kiss almost a third of your health good-bye. If this occurs, you must aim the flaming, screaming Mario to a safe area for fear that you touch the lava again. Just take a deep breath... It just takes a little concentration and a lot of precise movements.

Location: In the basement, jump through the picture of the flaming face.

Requirements: First Bowser Key

Enemies:

- Little BullBombs
- Big BullBombs

Places & Items

Teleporter

- The Teleporter is to the left of the drawbridge and under the Giant Eyeball. It takes you to the island with the Red Switchbox.



Mushroom

- One mushroom is near the spinning platform surrounding the volcano. It's on top of the cement block that's shooting red flame. You can reach it by using the Flying Hat.
- Several Mushrooms are available on small cement islands. Use the Koopa Shell to surf the flames and grab the Mushrooms as you go. Look for the best path and don't miss the Mushroom hiding behind the first Star's podium.
- The last mushroom is inside the Volcano. Climb the rightmost pole to pick up the freebie.



Red Switchbox

- The Red Switchbox is on the island to the left of the starting point. It's easiest to take the teleporter here.



Stars

Star One:

Defeat BullBomb Boss #1.

- At the start of the course, teleport to or take a “Yahoo!” leap to the island with the Red Switchbox.
- Grab the winged hat and quickly get airborne (see “Red Switchbox”). Fly past the sliding piece puzzle and make a quick stop to get some more air.
- Land near the stone platform that contains the first Big BullBomb Boss.
- Hop up to the platform and begin coaxing the Big BullBomb to the edge. When he’s close, jump behind him and knock him over the edge.
- After you defeat the Big BullBomb, the Star appears on the tall rock platform behind you. Quickly hop up the wooden steps to reach it.
- When you touch a wooden step, it begins to fall, so if you accidentally use a long jump and Mario tries to pull himself up, he’ll fall into the lava.



Star Two:

Defeat BullBomb Boss #2.

- From the volcano, run across the rising and sinking gray barge and up to safety.
- Then, follow the winding cement path until you find the bouncing box. You can either grab the box and aim straight ahead to land on the island, or you can run across the four shallow pyramid squares when they completely emerge from the lava.



- If you get stuck on the squares as they sink, run to one of the four points and wait. Use the black floating cage to jump to the cement platform, or make a triple jump to land on it.
- When you're on the island, you'll see three Little BullBombs and a ring of Gold Coins. Defeat this pack by leading them to the edge and knocking them over with a quick hit to the backside.
- When all the Little BullBombs are defeated, the second Big BullBomb boss appears.
- Use the same technique described for Star One to defeat him and you'll get the second Star.



Star Three:

Collect all eight red coins.

- All eight of the red coins are located on the sliding Bowser puzzle to the left of the drawbridge.
- When collecting the coins, look out for shaking pieces. These pieces are about to slide out from under you. Move quickly or get burned. This is the easiest Star to collect in the course.



Star Four:

Ride the rolling log.

- From the winding cement path to the first curve, you'll see a gold pathway with arrows to the right. Jump on the path and follow the arrows to a floating black cage.



- The cage takes you over to a giant log. Jump on the log so that you are on the side facing the iron cage. As the log begins to move, turn and run towards the other side of the log. The log should roll to the iron cage and a small ledge.
- Jump to the stone ledge and follow it around to the Star at the bottom of the ramp.



Tip: The easiest way to grab Star Four is to fly into the cage using the winged hat.



Star Five:

Scale the volcano.

- It's back to the Volcano again, but this time you're hopping in! The inside of the volcano is a whole level unto itself, but a lot smaller.
- Jump across the stone islands to the right, and then follow the winding walkway around the mountain wall up and to the right.
- BullBombs will attempt to knock you off the ledge; about three-quarters of the way, up a large segment of wall will come crashing down onto the walkway.
- Jump from pole to pole until you reach the one closest to the wall.
- Carefully jump to the top platform and pick up the Star.



Note: Don't stop in front of the holes in the wall, because they spray red flame.

Star Six:

Conquer the volcano obstacle course.

- Re-enter the Volcano, but this time jump across the stone islands to the left, and then jump onto the checkered platform.
- The first platform takes you to a second one. Jump onto the second platform quickly, because the first one drops just before they touch.
- The second platform takes you around a pole; jump onto it and climb almost to the top. Mario should be facing toward the screen, with the platform slightly to the right.
- Press right on the D-pad and jump; you should safely land on the next pole. Now hop from pole to pole while working your way up. Leaping from the final pole onto the small platform can be tough. Jump from a low position so that Mario lands on the platform at the apex of his jump.
- To finish things up, take careful jumps up to the top platform to find the Star.



Bonus Star:

Collect 100 Gold Coins.



あとせ 100コイン

マスコア 100%



ファイアバブル ランド

Course 7

Shifting Sand Land

It's a desert and there's lots of sand. The sand flows toward and under the pyramid and drags you with it in the same direction if you step in it. The light sand makes Mario yell "Woo!" and also makes him sink. There's an outside and an inside to this course, so get ready to explore!



Location: In the basement, at the dead end to the left of Course 7.

Requirements: First Bowser Key

Enemies:

- Mummy Blockhead
- Goombas
- Tall Caterpillar
- Giant Vulture
- Electric Orbs
- Multi-faced Boxes
- Rolling Blockhead Mummy

Places & Items

Teleporter

- At the base of the Tropical Tree is a Teleporter that transports you to a Red Switchbox and the cannon. If you stand exactly where it teleports you, you're teleported back to the tree.



Mushroom

- When you perform a handstand at the top of the Tropical Tree, you receive a mushroom.
- There's also a mushroom hovering over the middle of the quicksand pit near the beginning of the level. It's best to pick it up while riding the Koopa Shell.
- A Mushroom can be found by flying over the sandpits to the right of the iron grating.



Blue Coin Switch

- When you enter the Pyramid, the Blue Coin Switch is just around the left corner.
- As soon as you activate it, run towards the center of the room and jump over the short fence that surrounds the sand pit. Now grab the stacked coins.



Red Switchbox

- The first Red Switchbox is located on top of the tiered structure at the beginning of the level.
- To the left of the Pyramid's entrance is another Red Switchbox.
- An additional Red Switchbox can be found by teleporting next to the island on which the cannon is found.



Orange Switchbox

- On top of the tiered structure to the right of the beginning of the level is an Orange Switchbox containing a Koopa Shell.
- To the right of the Pyramid's entrance is a switchbox with a Mushroom inside.
- There are too many switchboxes inside the Pyramid itself to list. You can find one in almost every corner of the level.



Stars

Star One:

Take the star from the Vulture.

- At the beginning of the level, use a triple jump to get on top of the tiered structure. Grab the winged hat and fly towards the checkered pillars surrounding the pyramid.
- Look for the Giant Vulture flying from pillar to pillar. He clutches a Star in his grasp. Tag him to knock the Star from his grip.
- If you want, you can land on the pillars or run up the side of one. Here you can wait for the Vulture to pass overhead. When he does, smack him to release the Star, which lands on the ground below.



Star Two:

Scale the Pyramid.

- Make Mario jump on top of the tiered structure near the start of the level.
- Hit the Red Switchbox, grab the hat, and fly to the Pyramid. If you are high enough, you can fly into the open hole near the top of the Pyramid and grab the Star that's inside.
- If you can't make it, land on the Pyramid's bottom entrance, and run toward the Orange Switchbox.
- You should see another ledge to the left. Jump up the steep incline and follow the platform to several other platforms that wind their way up the pyramid.
- When you reach the front of the Pyramid again, you're face-to-face with the Star.



Star Three:

Scale the inside of the Pyramid.

- The third star is located inside the Pyramid. Wind your way around the right side to a staircase in the back.
- Follow the second level to a pole guarded by Goombas. Climb up the pole to reach the third floor. Then run across a black grid that Mario must cling to and work his way across.
- Follow the steps up to the next platform, and run to the other side of the Pyramid. A large rolling Blockhead Mummy will try to crush you. Duck in the hole in the wall or simply double jump over him as he rolls towards you.
- Jump up the moving platforms and continue around the ledge.



- Two baddies will chase you as you try to reach the fourth floor. Stay close to the wall as the path turns to the right, but quickly move to the pole at the end or you'll get shocked. Move past the bouncing Blockhead Mummy guarding the narrow platform to the left, and the Star is only a jump away.



Star Four:

Defeat the Pyramid Boss.

- Outside the pyramid, stand on top of each of the checkered pillars. When you land on the fourth pillar, the top of the pyramid rises, spins, and then explodes to reveal a second entrance into the pyramid. Jump down the new hole and an elevator lowers you to the checkered structure in the pyramid's heart. Climb inside the hole and follow the sloping path down to a golden altar.
- When you touch the yellow brick altar, the bricks come to life! They form two hands, each of which have the power to crush you or knock you off the platform and into oblivion.
- To defeat the hands, you must hit each one three times while the Eye inside the palm is open. This may sound difficult, but remember that the hands can't move all the way back to the wall, which creates a safe haven when things get hairy.
- Generally, one hand attacks while the other tells it your location. The stationary hand's eye is wide open to attack. Run up and smack the eye before it closes.
- After you've destroyed one hand, the remaining one provides fewer opportunities to attack.
- If you only need to hit the hand one more time, let it hit you as it's looking at you, and then smack it good.
- When both hands are destroyed, the Star appears above the Sarcophagus.



Star Five:

Get all eight Red Coins.

- At the beginning of the level, take a left and grab the first coin that's sitting precariously near the edge of the quicksand.

- On the bottom of the tiered structure, punch open the large boxes to reveal the second Red Coin.
- The third coin is in the small pool next to the Tropical Tree.
- The Blockhead Mummies seem to be guarding the fourth Red Coin on the stone path.
- Use the Flying Hat to pick up the four Red Coins floating around the Pyramid.



Star Six:

Hop down the sand slide.

- Inside the Pyramid, return to the top using the same path described to reach Star Three.
- However, instead of hopping onto the last platform at the top of the slope, hang off the wall to the right. Drop onto the small platform below, where you'll collect the first of five coins.
- The second coin is on a small platform below and to the left of the first coin. To reach it, jump slightly to the left.
- Now look down and to the right to see the third coin. It takes a carefully timed jump to reach it.
- Finally, jump down into the long sand trough and grab the remaining coins.
- The Star is waiting at the end of the sand trough. Make sure you jump and grab it before the sand carries you over the edge.



Bonus Star:

Collect 100 Gold Coins.



Bonus Course: Blue Switch Course

This is a mouse maze that runs fast and furious. Standing around in most parts of this obstacle course results in being shot or falling off the course and into oblivion.



Location: Outside castle; jump in drain at bottom of empty moat.

To gain access to the drain that leads to the Blue Switch Course, Mario must first have access to the basement. Go through the plain wooden door next to Course Six. Swim across the pit in the floor to a submerged door. Stomp on the two pillars in front of the door. This drains the water from the moat and the surrounding room. Use the door to access the moat floor and run to the right to find the open drain.

Requirements: Bowser Key

Enemies:

● Flame Shooters

● Electric Orbs

Places & Items

The Blue Switch

- This switch activates all of the Blue Switchboxes in the game. It's located in front of the Star. (See text on eighth Red Coin on the following page.)

Orange Switchboxes

- There is an Orange Switchbox containing a Mushroom about halfway down the slide.
- The second Orange Switchbox is in plain view just past the seesaw. It contains three gold coins.

Blue Switchboxes

- One Blue Switchbox is at the bottom of the slide. The other is next to the Blue Switch. Neither Switchbox can be used until the Blue Switch has been thrown.

Mushrooms

- There are several Mushrooms available on the slide.
- Grab the three gold coins near the Star to make a Mushroom appear.



Star

To collect all eight Red Coins, perform the following steps:

- Adjust the camera so that it is behind Mario. This gives you a fairly clear view of the first Red Coin. Slide down to the platform and stop yourself by jumping and stomping.



Adjust the camera to the side so that you can see the platforms to the left. Hop across, using the stomp to land safely. Continue shifting the camera angle so that you can see the next platform and hop from platform to platform until you have four Red Coins.



- At the bottom, head left and avoid the enemies as you make your way to the top. Jump on the revolving platforms and then onto the see-saw. Here you'll find the fifth and sixth coins on either end of the see-saw.



- The next few platforms are tricky. Hop on a platform, then quickly hop onto the next. Don't ride a platform to the top, because each platform flips. As you jump between the two sets of platforms, you'll find the seventh coin.

- The last set of platforms carry you to safe land that contains the legendary Blue Switch. Hit the switch, and then break open the Blue Switchbox to reveal a Mario Phasing Hat inside. Grabbing the eighth and final Red Coin activates the Star. Run through the wall and grab the Star.



Course

Dire, Dire Docks

This course is set in a beautiful and extremely deep lake. You'll find that the lake has a deadly whirlpool, some sharks, and a passage that leads to Bowser's secret submarine dock!

Location: In the basement, through the door with the star on it and into the wall of water.

Requirements: Bowser Key and 30 Stars

Enemies:

- Sharks
- Manta Ray
- Flame Shooter



Places & Items

Koopa Shell

- In Submarine Bay, there's a Koopa Shell locked inside an Oyster at the bottom of the far end of the bay.



Purple Switch

- Along the wooden walkway lining the wall in Submarine Bay, hit the Purple Switch to create two temporary paths made of wooden crates.



Blue Coin Switch

- The Blue Coin Switch is on the floating platform nearest the entrance to Submarine Bay. It can only be reached after the submarine has fled the area.



Green Switchbox

- The Green Switchbox is on the far wall in Submarine Bay next to the red grating walls.



Blue Switchbox

- The Blue Switchbox is in Submarine Bay, on the far wall between the red grating walls.



Stars

Star One:

Climb on board.

- Swim to Submarine Bay by entering the passage near the bottom of the lagoon.
- Jump onto the wooden walkway and activate the Purple Switch.
- Quickly hop up the path of wooden crates to the top of the submarine.
- The Star is on the other side of Bowser's emblem.



Star Two:

More sunken treasure.

- At the beginning of the course, swim down the right side of the bay. At the bottom, touch the treasure chest (the middle one) next to a Giant Oyster.
- Next, swim back to the left past the big passage that leads to Submarine Bay, and open the second treasure chest.
- Swim back to the right, past the middle treasure chest, to the third chest.
- Finally, swim back to the left and stop in front of the passage. Slowly swim up to the fourth treasure chest.
- Avoid letting the strong current from the whirlpool suck you in. The Star appears to the left.

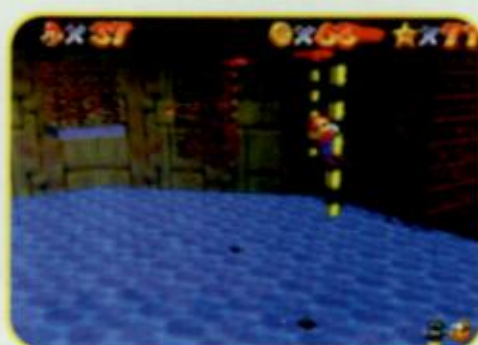


Star Three:

Get all eight Red Coins.

- The Red Coins are all placed on the midair platforms throughout Submarine Bay. First, use the Purple Switch to make the temporary boxes appear, and run up the leftmost set of boxes to the floating platform.
- Now it's as simple as riding the moving poles to collect the Red Coins. Switch poles by jumping back and forth. Timing is everything.
- The Star appears on the platform positioned across from the two switchboxes.

Tip: This can only be done if you have completed the second Bowser battle!



Star Four:

Swim through five rings.

- In Submarine Bay, find the grate that blows air bubbles upward. You'll also find that there are rings blowing upward toward the bottom of the submarine.
- Move to the middle and let Mario float through five rings, but don't touch the sides of the rings.
- After you swim through the fifth ring, the Star appears over the grate; however, you can't reach it because the current is too strong.
- Swim to the surface and hit the Green Switchbox to grab the Metal Hat.
- Quickly jump into the water, sink to the bottom, and run to the grating to collect the Star!



Star Five:

Follow the Manta Ray.

- At the beginning of the level, swim behind the Manta Ray and into the rings that he leaves in his trail. You must swim through five consecutive rings without touching any part of the ring.
- Each time you swim through a ring, you receive air.
- The Star appears just above the whirlpool.



Star Six:

Phase out to grab the sunken Star.

- In Submarine Bay, collect the Phasing Hat and jump into the water.
- Swim toward the Star trapped in the cage on the opposite side.
- While phased you can run through the wall and grab the Star.



Bonus Star:

Collect 100 Gold Coins.



Bonus Course: Bowser Fight #2

This course is far more complicated than the first Bowser course, and Bowser is even tougher to fight. There's *only* one right way through, so follow the path set before you regardless how improbable it may seem. Stay in this level too long, and you may find yourself reminiscing about that famous board game with the little mouse, and a trap...

Location: Basement, through the Star Door and into the exposed hole in the floor.

Requirements: 30 Stars

Enemies:

- Bowser
- Goombas
- Electric Orbs
- BullBombs



Places & Items

Heart

- In the middle of the octagonal-shaped platform just beyond the first Red Coin is a heart.
- Another heart is located on the platform just beyond the seventh Red Coin.



Mushrooms

- The first Mushroom is out in the open on the first obstacle in the moving platform's path.
- When you reach the end of the moving platform's path, there's a second Mushroom sitting in plain view.
- Do a handstand at the top of the pole just before the third Red Coin to make a Mushroom appear.
- There's a Mushroom resting under the Star Shadow where the Star appears for collecting all eight Red Coins.



Orange Switchbox

- Jump to the right at the top of the first pole to find an Orange Switchbox containing three coins.
- An Orange Switchbox containing a Mushroom is hovering above the first platform on the stretching structure.
- At the top of the stretching structure you'll find coins inside a switchbox.
- A Switchbox containing a Mushroom is on the ledge to the right of the spot where the Star appears.



Stars

Star One

Collect all eight Red Coins.

- At the first BullBomb, follow the black grating up and until it ends. The first Red Coin is floating at the top.
- After climbing the first moving pole, jump onto the seesaw platform to the left. The second Red Coin is hanging on the platform's edge.
- In the far right corner of the fenced structure is the third coin.
- Step on and then quickly step off the elevator on the left side of the fenced structure. The elevator rises to reveal the fourth coin. Make a leap of faith to grab the coin.
- After passing the first Flamethrower, get on top of the pyramid structure and follow the wooden platform to the right. The fifth Red Coin is in the middle of the platform above.
- The sixth coin is above the third solid platform on the stretching structure.
- The seventh coin is in front of the second Flamethrower in the area just past the stretching structure.
- The eighth coin is in plain view above the last moving pole.
- To get the Star, return to the moving pole just before the eighth coin. Jump from the right wall to the left wall until Mario lands on or grabs the edge of the platform above.



Bowser Key #2

- When Bowser jumps, you need to jump as well. When he lands it stuns Mario, leaving him vulnerable to attack. His landing may also cause the whole platform to tilt toward him, acting like a huge slide. Run the opposite direction to avoid being dropped in the lava below.
- Bowser's next trick is his teleporting ability. If you run around him too long, he gets impatient and phases out, only to reappear right in front of you!
- Look out for his shadow when he disappears to ensure that you don't run into him when he reappears.
- Bowser is now better at protecting his tail; he can turn almost as fast as you can run.
- The best way to get Bowser to stand still is to make him breathe fire. He only releases small bursts of flame, so as he's recovering, you should have enough time to grab his tail.
- Now that you have him, swing him around and toss him at one of the spikey bombs around the edge of the platform.
- If you throw him off the side, remember to go to the other side and jump before he lands on the platform.
- When you finished him off, he gives up the key to the second floor.



Course

Snowman's Land

It's time to go scooting over and through the slopes again. This time there's a fifty-foot snowman to conquer, a Koopa Shell to snow surf on, and a roomy igloo to explore.

Location: Second story; through the door with the star, and into the blank wall to the left. (In the mirror you can see a snow painting hanging on this seemingly empty wall.)

Requirements: Second Bowser Key

Enemies:

- Shy Guys
- Spinning Flower Guys
- Electric Orbs
- Snowball Throwing Snowmen
- Ice Bull Sphere
- Goombas

Tip: Before entering Course 10, go behind the stairwell to find a Toad. Talk to him and he gives you a Star.

Places & Items

Koopa Shell

- Visit the pond with the two Spinning Flower Guys and jump onto the first one's head. This launches you over the wooden wall where you'll find a Koopa Shell in the right Orange Switchbox.

Mushrooms

- Climb the tree on top of the Snowman's head to find a mushroom.
- There's a mushroom stuck in the ice inside the Igloo. You must use the Phase Hat to get it.



Teleporter

- Stand near the right tree next to the large pond.
- The teleporter places you near a tree to the right of the IceBull Boss.



Blue Switchbox

- The Blue Switchbox is inside the igloo. Go back and to the right, then jump up and over the ice wall to collect the Phase Hat.



Orange Switchbox

- The Orange Switchbox is located to the lower-right of the IceBull's platform. It contains a Mushroom.
- Two Orange Switchboxes are located behind the wooden wall on the far side of the freezing pond. One contains a star and the other contains a Koopa Shell.



Stars

Star One:

Scale the Giant Snowman.

- Around the right side of the Snowman is a pond with two Spinning Flower Guys. In the center of the pond is a white track with large, white bumps that roll toward the pond.
- Jump over each of them, but you need to double-jump over every *fourth* bump.
- Time your jumps so that you land on the platform above the hole where the bumps are produced. Follow the path up the mountain from here.
- When you reach the ice track, you'll talk to Mama Penguin. When she turns her back to you, jump on her back and stand on her head. She'll take you across the ice track herself. If you don't do this, you and your hat are blown to the other side of the level!
- When you've hopped down safely on the opposite side, follow the path up to the snowman's head.

- Face the wall and double-jump to catch the cliff. It's now a simple walk around to the right to collect the Star!



Star Two:

Defeat the IceBull Boss.

- The IceBull Boss resembles the BullBomb Boss from Course 7. To defeat him, lead the IceBull Boss to the edge and jump over and behind him as he skids to a stop.
- All it takes now is a punch or kick to knock him over the edge and into the freezing waters below. With the boss dead, the Star appears in the middle of his platform.



Star Three:

Master the Ice Maze.

- At the beginning of the level, run back and to the left to the ice house that contains a Star.
- Stand against the edge of the house so that Mario is facing the IceBull Boss area and jump. Once inside, walk forward, turn left, and find a spot where you can jump without hitting your head.
- Turn around and move forward by double-jumping on each step. Eventually you'll grab a higher platform. When you pull yourself up, jump again to reach the roof.
- Turn left and you should see a hole in the roof. Jump into the hole to collect the well-protected Star.



Star Four:

Spring over the freezing pond.

- At the freezing pond with the two Spinning Flower Guys, jump onto the first Spinning Flower Guy's head and spin over the wooden wall.

- Hit the switchbox on the left to collect the Star.



Star Five:

Collect all eight Red Coins.

- Go to the area where you picked up the fourth Star. This time grab the Koopa Shell from the right Orange Switchbox.
- Ride the Koopa Shell along the left wall to collect four Red Coins.
- Then slide down the slope and across the water under the IceBull Boss' platform, where you'll find two more Red Coins.
- Hidden amongst the Spinning Flower Guys is a Red Coin, and even further in the same direction (next to the start) is another Red Coin.



Star Six:

Phase in for the frozen star.

- After crossing in front of the Snowman, hop down to the igloo on his chest instead of leaping onto his head.
- Crawl inside the igloo and, taking notice of the frozen Star, work your way back and to the right to find a Blue Switchbox.
- Grab the Phase Hat and run back to the front of the igloo. While powered up, you can jump through the ice casing containing the final Star.



Bonus Star:

Collect 100 Gold Coins.



Course

Wet-Dry World

What counts the most in this course is the level of the water.

Location: Second floor, main hall, through the picture of the Water Skimmer.

Requirements: Second Bowser Key

Enemies:

- Water Skimmers
- Wind-Up Dustpans
- Flame Shooters
- Electric Orb
- MarioChucker



Places & Items

Drains

They look like colorful transparent diamonds about the size of Mario's head. When you touch one, it increases the water level to the drain's height.

- **Drain #1:** The lowest water level. It's located to the left of the cage that leads to the Sunken Village.
- **Drain #2:** The second-lowest water level. It's located on a pedestal under the wooden pier.
- **Drain #3:** Brings the water to just under mid-level height. It's perched on top of the smaller white brick structure to the right of Drain #2.



- **Drain #4:** Brings the water to a mid-level height. It's just to the right of Drain #2 on top of the white brick building, which has sloped sides and five coins.
- **Drain #5:** The highest water level. Drain #5 is on the slope directly above Drain #1.
- **Drain #6:** In the Sunken Village, Drain #5 represents the highest water level. It's on a platform at the top of the room. The drain is accessible by climbing the pole on the church steeple and walking across the wooden plank.
- **Drain #7:** Drain #7, in the Sunken Village, represents the lowest water level. It's in the corner behind the red house with the Flame Shooter on the roof.

Purple Switch

- Located on the long pier above Drain #2, this switch creates a temporary bridge to Drain #4.
- Another Purple switch is on the second level from the top, against the black cage. When hit, it creates a temporary stairway to the top of the cage.
- One Purple Switch is found to the right of Drain #6 in the Sunken Village. Hitting it creates a temporary step to Star Six.



Blue Coin Switch

- The Blue Coin Switch is on the first tier, near the black cage that holds Star Four. The water must be at a low level for Mario to hit this switch.



Mushrooms

- By shooting from the cannon or jumping from the floating islands near the top of the level, Mario can get two Mushrooms in the large, suspended white tube.
- There's a Mushroom near the two trees in the Sunken Village.



Teleporter

- With Drain #1 activated, run to the bottom of the gray structure where Drain #3 is located. At the "L" shape, stand in the corner of the "L" shape to be teleported next to the cannon on top of the tallest dark gray structure.



Blue Switchbox

- When you face the church in the Sunken Village, the Blue Switchbox is to the right on the ground level.
- The other Blue Switchbox in the Sunken Village is in the black cage that holds Star Six.



Green Switchbox

- The Green Switchbox is across from Drain #6 near the ceiling in the sunken village.



Orange Switchbox

- The Orange Switchbox at the foot of the cannon-tower contains five Gold Coins. It also is one of the five places you must find to receive Star Three.
- This Orange Switchbox is halfway up the cannon tower and can only be reached while the water is at levels three or four. Inside you'll find Star One.
- On the second highest tier, you'll find another switchbox hovering just to the left of the pushable red-trimmed box. Push the red-trimmed box just under the Orange Switchbox to give you the extra height you need to make the jump. Do not push the red-trimmed box against the left wall.



Stars

Star One:

Easy pickings.

Tip: This probably isn't the way Mario's creators intended for you to get the Star, but it certainly is the easiest way.

- Hit Drain #4 so that the water level rises just under the Orange Switchbox next to the cannon tower.
- Carefully swim out so that Mario is just under the Orange Switchbox. Pull back and jump like you're trying to get out of the water, and Mario will break open the box to reveal Star One.



Star Two:

Walk the fine line.

- To reach Star Two, swim to and run up the winding path that leads to the second highest tier on the red brick structure.
- Next, push the red-trimmed box to the right until it's barely under the brick platform. Use the red-trimmed box as a step up to the platforms above. Head to the back wall and push the box next to the lowest red brick platform. Jump up the two platforms to the top, and walk to the left until you encounter the Mario Chucker.
- On the top level, head left past the MarioChucker and run to the floating wooden plank.
- Charge down the wooden plank while dodging the Electric Orbs. This leads to several floating islands.
- Quickly hop to the top platform and bust open the Orange Switchbox to collect the second Star.



Star Three:

Tour the course.

You need to visit five specific areas in the course. It's easier to start with high waters and work down from there:

1. Throw the Purple Switch on the second highest tier next to the black cage. Run up the temporary staircase to the top of the cage, and jump into the Orange Switchbox. You should hear a tone and see a "1".
2. With the water set at the highest level, swim to the small brick column sticking up from the second highest tier of the brick structure. Hop onto its surface and punch the Orange Switchbox to accomplish the second task.
3. Activate Drain #1, and then run to the base of the cannon tower. Push the red-trimmed box to the left and you should see a "3".
4. Continue pushing the red-trimmed box from step three so that it's under the Orange Switchbox hovering above. Jump onto the box and press the Orange Switchbox to complete task four.
5. Jump onto the lowest tier of the brick structure and push the red-trimmed box further back into the wall. This accomplishes task five.

With all five tasks completed, the Star appears on the wooden bridge near the level start. You'll have to set the water to level three or higher to get the Star.



Star Four:

Ride the wooden plank up the black cage.

- Activate Drain #1 and destroy the box at the bottom of the black cage to reveal a Mario-sized hole inside the cage, and then jump onto the first tier of the red brick structure.



- Work your way up to the second highest tier of the red brick structure by getting a little assistance from the Wind-Up Dustpans.

To do so, get the Dustpan's attention and run toward the wall. When he's almost caught you, make a tight half-circle around him until he's facing away from the wall, and then walk onto him. The Dustpan flips you up to the next level.



- Just as you're about to land, perform a stomp to land on your feet. This helps you avoid the flames and Dustpans above.
- When you get to the second-highest tier, hit the purple switch next to the black cage and climb the temporary stairs to the top.
- There are two wooden planks sticking out the side of the cage. Step on the left one (the one without a Star) and it will begin to fall. Quickly walk off the edge so that you fall to the floor below. You should do a stomp just before you hit bottom to save your skin and some time.
- Quickly run into the black cage through the hole you created earlier. Bounce off the right wall so that you land on top of the wooden plank on the left. The plank will soon be rising back to the top, so you have to act fast.
- Stand back, relax, and let the plank take you to the top and Star Four.



Star Five:

Collect all eight Red Coins.

Now it's time to visit the Sunken Village. First, you need to talk to the Pink Bomb, who's waiting on a floating platform that's across from the cannon tower. Activate Drain #5, and then swim to the floating plank below the Pink Bomb's platform. A double-jump is all it takes to reach the higher platform. If you don't talk to the Pink Bomb, you won't be able to visit the Sunken Village.

After speaking with the Pink Bomb, swim to the cannon tower and run up the sloped side to enter the cannon. Aim the crosshairs at the black cage in the opposite corner, and then lift the aiming device up about halfway before you fire.

When you land within the cage's walls, replenish your health meter and then swim straight down and follow the arrows to the sunken village, where you'll find all eight coins.

- Swim down and activate Drain #7. Then run to the planter between the tall grey-and-brown buildings. Using the wall jump, work your way back and forth between the two buildings and onto either roof. Collect the star from the roof you land on and then use a "Yahoo!" jump to reach the coin on the opposite roof.
- From the roof of the brown building, perform a "Yahoo!" jump down to the area in front of the church. Stomp the box in the nook below to get the third coin.
- Use a back flip to reach the church steeple, and collect the fourth Red Coin sitting here.
- Jump down and walk across the top of gray wall that surrounds the courtyard to the boxes above the courtyard entrance. Stomp on one box and then leap to the other.
- Jump down and climb the trees next to the small gray building. Flip from the top of the trees so that Mario lands on the gray building's roof. Punch the box to get the seventh coin.
- Hop back down to the tree and perform a flip from the treetop closest to the white building. You should just be able to grab the edge. The eighth coin is hiding in the box.
- With the final coin collected, the Star appears inside the church.



Star Six:

Phased and confused.

- Make your way back to the sunken village and drain the water by hitting Drain #7.
- Grab the Phase Hat from the Blue Switchbox at ground level, next to the church.



- Run through the gray brick walls that surround the courtyard and through the black cage in the corner.



- Wait for the phase effect to end, and then leap off the cage walls so that you land on the steps in the corner. Hop the rest of the way up and collect the Sixth Star.



Bonus Star:

Collect 100 Gold Coins.



Course

Tall, Tall Mountain

In the land of Giant Mushrooms, the mountain is steep and the waterfall is huge. Fall off either one and it's all over!

Location: Second floor, through the painting of the Giant Mushrooms.

Requirements: Second Bowser Key

Enemies:

- Goombas
- Shy Guys
- Gophers
- Mario Chucker
- Smiling Cloud



Places & Items

Bouncing Box

- At the start of the level, walk down the ramp and to the right to find the Bouncing Box. If you grab it, be sure to aim down the path and pull back to keep the box under control.



Purple Switch

- Located at the top of the mountain, this switch activates two temporary boxes. One box is in front of you, and the other is in front of the Star in the waterfall.



Mushrooms

- At the start of the level, walk away from the Goombas and around the corner of the mountain to the very edge.
- There's a Mushroom on a small platform above the gophers.
- Near the top of the mountain, there's a Mushroom near the large gap in the path. It's hiding just around the corner.
- At the top of the slide in the Hidden Slide Area, turn around and look in the corner to find the last Mushroom.



Teleporter

- The teleporter is in the middle of the field of Giant Mushrooms and Red Coins to the left of the path. Hop on the second small capped mushroom from the side.
- The teleporter takes you to a ledge that leads to the cannon.



Orange Switchbox

- The Orange Switchbox is hovering over the group of Giant Mushrooms and Red Coins. This switchbox releases a mushroom.



Stars

Star One:

Reach the top of the mountain.

The first Star is at the top of the mountain. The following steps will get you there:

1. Follow the path up the mountainside; “Woo-hoo!” jump across both gaps.
2. Continue up the path until you find some Gophers.
3. Jump up the small platforms built into the wall until you reach a slope with a continuous stream of Giant Rolling Balls.
4. Head up to the right and then slide down to a path littered with Goombas.
5. Continue to follow the path to a large gap in front of the waterfall.
6. “Woo-hoo!” jump across the chasm and follow the path upward, past the Smiling Cloud.
7. The rest of the path is treacherous: Cross the thin bridge to the other side and run up the yellow slope to the top. This is the Star’s hiding place.



Star Two:

- When you return to the tiny bridge at the top of the mountain, you’ll find the next Star in a cage.
- Run to the top and catch the monkey. Release him, then follow him down. He’ll jump out to the cage and release the star.
- The monkey and the star fall and land where the monkey is usually found—near the giant rolling log. Dive off the edge so that you land in the pool below.
- The Star is on the small island next to the monkey.



Star Three

Collect eight Red Coins.

- Collect all eight Red Coins. Four of the coins are on the group of Giant Mushrooms, while the remaining four are on the small ledges above the gophers.

Tip: Be careful while hopping around the Giant Mushrooms. Falling off means losing a life. Jump for a Mushroom and then let go of the D-pad. Pushing the D-pad will cause Mario to slide, but Mario will stick his landings if you avoid pressing the controller.



Star Four:

Make it to the bottom of the secret slide.

- Follow the directions in Star One until you reach the Smiling Cloud. Walk against the wall to your left and you should find a spot that vibrates like a painting when touched.
- Jump through the wall and you're transported to the entrance of a special slide course.
- You need to learn this course, just like the Penguin race in Course 4; however, this one is a bit trickier. There are steep banks on this course, so stay as close to the middle of the slide as possible.
- After approximately one-third of the course, you'll notice some arrows on the wall and the slide splits in two abruptly. Make sure you follow the wooden part of the slide or you're sure to fall.
- Two-thirds of the way through the course, the slide forks again, but don't be fooled! Don't follow the upcoming wooden-like fork in the course, because it's a trap.

- Stay on course and go along the white part of the slide. Keep your speed up and it's smooth sailing to the end.
- Go through the hole in the striped ramp, and you're taken to a part of the main world that you couldn't normally reach. The Star is waiting for you on your left.



Star Five:

Grab the Star behind the waterfall.

- Return to the top of the mountain and press the Purple Switch.
- Quickly get over to the thin bridge, but don't walk across it; instead, jump and aim for the box in front of the hole in the wall that contains the Star. (The box in front of the hole is temporary, so you must be quick.)



Star Six:

Sharpshooter wanted.

- Head up the mountain, but this time continue up the normal path when you reach the Gophers. Run past the MarioChucker and cross the wooden plank.
- Look down over the edge and you should see the Pink Bomb.
- Jump down and talk to him to open the cannon. Then jump down the waterfall to return to the start of the course.
- Now head for the group of Giant Mushrooms. Jump toward the smallest Mushroom closest to the wall. You're teleported to a ledge that leads to the cannon.
- Follow it around to the cannon and hop in. Next, aim the crosshairs at the Star, and then just slightly above the cloud that's above the Star. Your goal is to hit the Star dead-on.



Bonus Star:

Collect 100 Gold Coins.



ミスコア 100



たけいたさいマウンテン

Course

Tiny-Huge Island

It's Mario's Travels in this course! Teensy-weensy Goombas guard tiny platforms with miniscule fences. While on the other side, humongous Goombas guard items of a grander scale! You can enter this course as either Big or Small Mario, depending on whether you enter the left or right picture. Jumping into a pipe transports you to the other version of the same exact area. This course is lots of fun!



Location: Second floor, enter the door that isn't in an alcove. Pass through either Goomba painting.

Requirements: Second Bowser Key

Enemies:

- Tiny Goombas
- Giant Goombas
- Flame Shooters
- Small Shrinking and Growing Piranha Plants
- Giant Shrinking and Growing Piranha Plants
- Big Fish
- Big Caterpillar
- MarioChucker
- Lakitu

Places & Items

Purple Switch

- To find the Purple Switch, enter the level through the small picture. Swim to the third island and jump up.
- Now walk off the ledge to the right of the Green Pipe and move the camera around to find the switch.
- This switch creates a temporary bridge to the island and can also be used to jump up onto the tiny ramp above.



Blue Coin Switch

- The Blue Coin Switch is located inside the mountain's lower regions. Look for it in the corner near a Flame Shooter.



Butterflies

When touched, the Butterflies can either turn into mushrooms or bombs.

- At the start of Big Mario Mode, walk near the small doorway to make three Butterflies appear.
- In Little Mario Mode, Mario can make three Butterflies appear by climbing the tree to the right of the wooden bridge leading into the side of the mountain.
- The last of the bunch is found in the same area as the Giant Koopa.



Mushrooms

In Little Mario Mode...

- At the start, jump into the water and swim past the second island. The mushroom is underwater.
- Inside the mountain's lower region, a mushroom is on the highest platform, near the corner.
- With the cannon activated, launch yourself up to the tree to the right. Touch the middle of the tree and a Mushroom appears.
- Collect the two coins at the top of the beach to make a mushroom appear.



Orange Switchbox

In Little Mario Mode...

- There's an Orange Switchbox just before you reach the first pipe. Creep down the thin wooden plank and bust open the box for a Mushroom.



Stars

Star One:

Mario the weed killer.

- Enter the course through the Big Mario Mode picture. Jump into the water and swim to the third island. Jump onto the island and stomp the tiny Piranha Plant in the middle.
- Jump into the pipe to shrink Mario. Now the island is covered with Giant Piranha Plants!
- To defeat them, hit the plants as they begin to shrink or grow. After you defeat them all, the Star is yours.



Star Two:

Climb the mountain.

- Enter the course through the Little Mario Mode picture. Head through the small passage on your right to begin your adventure to the top of the mountain.
- While at the beach, grab the Koopa Shell to help you through the first part of your trip. Ride it past your enemies and across the double chasm to the first pipe.
- Hop into the pipe and Mario grows. Continue over the wooden plank and up the hillside, but watch out for those balls. Jump into the pipe above and continue your journey as little Mario.
- Scale the nearby cliffs by finding the shortest leaps. The only major obstacle on the way up is a MarioChucker waiting on the top ledge. Don't blow it and fall off the wooden plank, or you'll have to start all over again.
- Waiting around the corner is an Orange Switchbox along with Star Two.



Star Three:

Race the Koopa.

- Enter the course through the Little Mario Mode picture and follow the path you used to get to the Star Two. When you get to the second pipe, shrink down and take the right fork past the ball generator.
- The Koopa is just around the corner. He needs to regain the glory he lost in Course One by racing you to the Koopa Shell Flag that's down by the first pipe.
- This race is much tougher than the previous race. The Koopa is on your tail the entire time. Retrace your steps and move fast. The "Yahoo!" jump gives you a solid boost to your speed. Avoid coming down too hard off the cliffs and avoid the balls that are crashing down the hill beside you.
- The wooden bridge is your last challenge. Beware of the wind and don't let our shelled friend push you off the side. Get to the flag first and the Koopa is forced to give up another Star.



Star Four:

Tour the course as Big Mario.

Enter the course through the Little Mario Mode picture and work your way up to the first pipe. Transform into Big Mario and it's time to do a little touring. You must visit five places before you receive the next Star. Those places are listed below:

1. Climb to the top of the mountain and do some wading in the pool. Search around until you see a "1". The tiny cave entrance is above and to the right of the beach.
2. Climb back down the mountain to the large black hole where the rolling balls are created. You should get a "2" as you pass this spot.
3. Head to the right and drop onto the beach. Jump and touch the cave entrance in the side of the mountain. This should get you a "3".
4. Walk to the left of the beach and touch the tiny hole in wall that you normally pass through as little Mario. Find the right spot and you'll see a "4".
5. Swim to the right and jump up on the bank with the Pink Bomb. Walk over the tiny cannon hole and you'll get a "5".

With all five places visited, the Star appears on the small island floating off by itself. Return to the start area and head to the left. Throw the Purple Switch below the pipe to create a temporary bridge that leads to the Star.



Star Five:

Collect all eight Red Coins.

- Enter the course through the Little Mario Mode picture. Make your way to the cannon and load up. Aim at the tree to the right that's on a ledge above you. Make sure you aim high to account for gravity.
- After you reach the small ledge, carefully walk down the wooden plank and enter the cave at the end.

- Fortunately all eight of the coins are in one spot. However, Mario must make a treacherous jump to each coin. The first six should be no problem. Hop from platform to platform as you wind your way around to the tall platform near the room's entrance.
- It takes a double jump to reach this taller platform. On top you'll find the seventh coin, the Blue Coin Switch, and a flame shooter. Grab the coin and then hop up and grab the cage overhead.
- Moving hand over hand, go to the far corner where the eighth coin is sitting. Use Mario's shadow to judge your position in relation to the ground. Drop down on the eighth coin, and then hop down and collect the Star.

Tip: If you haven't talked to the Pink Bomb, you must do so now. Big Mario can find him next to the cannon hole.



Star Six:

- Work your way up to the top of the mountain as big Mario. Stand in the small pond and stomp the ground. Mario's landing creates a hole and drains the pond.
- Run down the mountain to the nearest pipe and change back into little Mario. Climb back to the top of the mountain and jump down the hole you created earlier.
- Inside you'll find a cute Caterpillar. Beating this baddie couldn't be any easier unless you had to breathe on him to defeat him. Jump on the Caterpillar's head three times and he'll cough up the Star.



Bonus Star:

Collect 100 Gold Coins.



Course

Tick Tock Clock

If you thought time would never catch up to you in this game, think again. This whole course is based on a clock, and its inner workings are just as intricate and delicate as a fine Swiss watch.



Tip: Before entering the clock, look in the right-hand corner to find a Toad. Talk to him and he gives you a Star.

Just don't get stuck in the gears. Note that entering the level when the minute hand is pointed at 3, 6, 9, or 12 modifies the speed at which everything in the level moves. Choose the speed that best suits you, but remember that some Stars can't be reached when the clock isn't moving.

Location: Third floor, through the clock face.

Requirements: Second Bowser Key

Enemies:

- Bombs
- Wind-Up Dustpans
- Blockheads
- Electric Orbs



Places & Items

Blue Coin Switch

- The Blue Coin Switch is at the end of the bridge that leads Star Five.
- The coins appear on the platform that's connected to the wooden bridge.



Mushrooms

- Nearly halfway up the clock is a pole protected by an Electric Orb. Climb the pole and you'll receive a Mushroom at the top. The Mushroom comes to you automatically.



Orange Switchbox

- There are too many Orange Switchboxes to count in this level. The majority contain either four or 10 coins; the ones that look as if they're too dangerous to reach probably are.



Stars

Star One:

Grab the Star in the cage.

- Enter this level when the minute hand is pointing to 12.
- Make your way up the clock until you reach the first large area with a minute hand. If you entered the level at the right moment, the minute hand won't be moving.
- Head left toward the yellow treadmill (which should be stopped), and make your way across the small octagonal-shaped platforms.
- On the last platform, jump to the next yellow treadmill, enter the cage, and grab the Star.



Star Two:

Dodge the pendulums.

- To make this as easy as possible, enter the level when the minute hand is as close to 12 as possible. Repeat the same steps you used to reach Star One, but this time go past the cage.
- Climb the pole to an area guarded by a Dustpan. Run past him and perform a “Yahoo!” jump to clear the gap. If the height is starting to get to you, take your time and jump across using the small triangular platform as a step.
- To the left you’ll see an area with two pendulums. Jump to the “S”-shaped platform and work your way over to the Star in the corner.



Star Three:

Ride the giant hands.

- To easily get this Star, enter the level when the minute hand is pointed close to 3.
- Work your way up to the first large area with a moving minute hand. Climb on the hand when it nears you and ride it out over the pit. When it points toward the large gap in the wall, take a small jump off and collect the Star.
- To ensure that you’re not hit by the Electric Orb near the Star, stand on the red portion of the minute hand.



Star Four:

Bounce off the Blockhead.

- This one is a bit tricky. Keep heading up until you reach the second moving minute hand, which is located at the top of the level.
- Get on the hand and wait until it points toward the large alcove that has the Blockhead inside.
- When you’re lined up, jump onto the treadmill. Then double-jump so that you land directly on top of the Blockhead.

- When the Blockhead rises as high as it can go, jump onto the grating and grab the Star.



Star Five:

Get the second caged Star.

- Follow the same steps you used to reach Star Two, but this time go to the right when you reach the area with the Wind-Up Dustpan. Follow the path until it ends, and jump onto the small, triangular platform hovering nearby.
- Take the small lift up to the triangular and octagonal-shaped platforms. To the right you should see a large platform made from gold grating. Jump on the huge grating and make your way over to the rectangular platforms that extend from the wall.
- Time your jumps and work your way up each platform. At the top is a gold cage containing the Star Five. There's no special trick to grabbing this Star once you're up here.



Star Six:

Collect all eight Red Coins.

- Collect the eight Red Coins, which are arranged above the rotating gears to the left of the start.
- To reach the coins, stop the clock by entering the level when the minute hand is pointed close to 12.
- When done correctly, the platforms don't move at all, and you can get the coins easily. The Star appears in midair near the second-highest platform.



Bonus Star:

Collect 100 Gold Coins.



Bonus Course: Clouds, Clouds, Clouds

This level is probably one of the most disorienting in the game. Everything looks pretty much the same no matter how you look at it, and even getting from place to place is no easy task. You need to fly everywhere, so remember to always grab a flying cap whenever possible. Also, keep in mind that you get almost everywhere using cannons.

Location: Third floor, in the alcove to the left of the entry.

Requirements: Second Bowser Key; 60 Stars

The only really nice thing about this level is that if you fall, you won't lose a life—you'll return to the area just outside the castle.

Enemies:

- None



Places & Items

Pink Bomb

- The Pink Bomb is on the lowest pink cannon platform.



Red Switchboxes

- There's a Red Switchbox on about 50 percent of the platforms in the level. Get the flying caps inside as often as possible.



Orange Switchbox

- The Orange Switchbox is on the highest cloud in the level; it contains a Mushroom.



Mushroom

- Climb to the top of the green pole on the lowest pink cannon platform for a Mushroom.
- Another Mushroom is at the bottom of a green pole hanging from the highest cloud.
- Inside the lower transparent cloud is the last Mushroom. Get into the cannon on the lowest cannon platform, and aim just over the solid cloud to reach it.



Star

Collect all eight Red Coins:

- The first coin is at the start of the level, just behind where you first appear. Grab it and then use the feathered hat to reach the lowest pink cannon platform.
- Talk to the Pink Bomb to open the cannons. Grab the second coin and a new hat, and then jump into the cannon. Aim at the higher pink cannon platform, and then aim straight up and fire. Land on the pink platform and jump into the second cannon. Aim at the highest cloud (the one with several green poles sticking out the bottom), then aim straight up and fire.
- On the highest cloud you'll find coins three and four. Collect the goodies and a new hat.
- Jump off the side of the highest cloud where the rainbow joins with it. Fly down a bit and into the dark gray cloud to collect the fifth coin. Make a sharp U-turn and head back to the highest cloud.
- Grab the center pole hanging from the highest cloud and slide down to collect the sixth coin. If you can't make it to the poles, land at the higher pink cannon platform and shoot yourself up to the poles. When you have the coin, drop down to the cloud below and get a new hat.
- The two remaining coins are on the clouds where the rainbows intersect. Allow the rainbows to guide you, but stop at the lowest cannon platform occasionally to pick up a new hat.
- After collecting all eight Red Coins, the Star will appear on the center cloud where you started the level. Reach it by shooting out of the lowest cannon.



Course

Rainbow Ride

This is it. The final level. All the stops were pulled out this time! This course floats out in the wild blue yonder, and each Star is in a different part of the sky. There are massive spinning platforms, magical flying carpets, and a giant ship with wings!

Location: Third floor, jump into the window on the right side of the clock room. The next level is in the pit.

Requirements: Second Bowser Key, 60 Stars

Enemies:

- Bombs
- Electric Orbs
- Lakitu
- Shy Guys
- Flame Shooters
- Goombas



Places & Items

Blue Coin Switch

- There's a Blue Coin Switch on the back side of the Red Coin maze.
- The first coin appears next to the wall, and the rest of the coins are hidden much higher up at the top of the maze.



Purple Switch

- The Purple Switch is located right in front of the Pyramid challenge. See Star Step Five for more details.



Teleporter

- The teleporter is on the balcony of the large, hollow building. Stand in the middle of the balcony so that Mario breaks the rainbow.
- You're teleported to the top of the Red Coin maze. There's an Orange Switchbox here with a Mushroom inside.
- To teleport back to the hollow building, stand in the location where you were originally teleported.



Heart

- There's a Heart in the group of four rotating, octagonal-shaped platforms.
- On the back side of the Red Coin maze next to the Blue Coin Switch is another Heart. This comes in handy when trying to scale the back walls.



Mushrooms

- At the very top of the Bow of the Airship.
- Climb to the top of the pole on the Airship and perform a handstand to receive another mushroom.
- There's a mushroom above the fifth Pyramid in the Pyramid challenge area.



Orange Switchbox

- There's an Orange Switchbox on the large stone platform below the first swinging platform. There's a Mushroom in it also.
- Above the floating island, which is reachable only from the Airship cannon. It also contains the sixth Star.



Stars

Star One:

Reach the flying ship.

- Go to the area with the four octagonal-shaped platforms. Take the right path and jump on the waiting Magic Carpet.
- The carpet passes under two platforms, one of which is blocked by a large box, forcing you to jump off momentarily. Act quick and be sure to bounce off the carpet between platforms. This keeps it from disappearing too quickly.
- At the area with two waiting Magic Carpets, jump on the left carpet to float to the large flying ship.
- The carpet flies past your first major obstacle, a large spinning island with two wooden arms and a Flame Shooter. Keep an eye on the Flame Shooter and dodge it if you must. As you gain altitude you'll have to dodge the platform's wooden arms. The first time it will probably pass right over your head. The next several times require you to jump onto the arm, run across the platform, and then drop back onto the carpet.
- When you level out, jump over the blue platforms and avoid grabbing the edges. Jumping platform to platform saves you some time, but don't get too far ahead of the carpet.
- The wooden platforms will begin to fall if you stand on them for too long. Quickly double jump to reach the higher ledges. Carefully follow the path to the floating ship.
- Watch out for the enemies hiding onboard and head to the ship's front to collect the first Star.

Tip: When riding the Magic Carpets, you can only leave one for a short amount of time. Quickly jump back on the carpet when it begins to flash or it will disappear completely.



Star Two:

Reach the top of the fire house.

- Follow the steps for Star One up until you reach the two waiting Magic Carpets. This time take the Magic Carpet on the right. You'll need to make several late jumps throughout this course, so don't expect a flawless performance.
- Almost immediately the carpet passes under two transparent glass blocks. You must jump onto the blocks and get back on the carpet on the other side before

it can leave you behind. Neither jump can be made immediately. Wait until the carpet is about halfway under, then double jump so that Mario grabs the edge of the block.

- Now the carpet must pass through a large, hollow building. Jump off as it enters the building and grab the nearby coins. The carpet will be engulfed in flames from the fireplace, but you'll be in the clear as you wait near the balcony on the left.
- Hop back on the carpet as it leaves the building. Outside you must contend with two more glass blocks. These are much easier to jump onto, but the first block is guarded by an Electirc Orb.
- Stay on the carpet as you enter the building again, but from the opposite side. Watch that flame! If the timing is good you won't need to ditch your ride to avoid getting burned, but don't be careless.

When the carpet reaches the top of the building, jump onto the roof. For making the long journey you're rewarded with a Mushroom and Star Two.

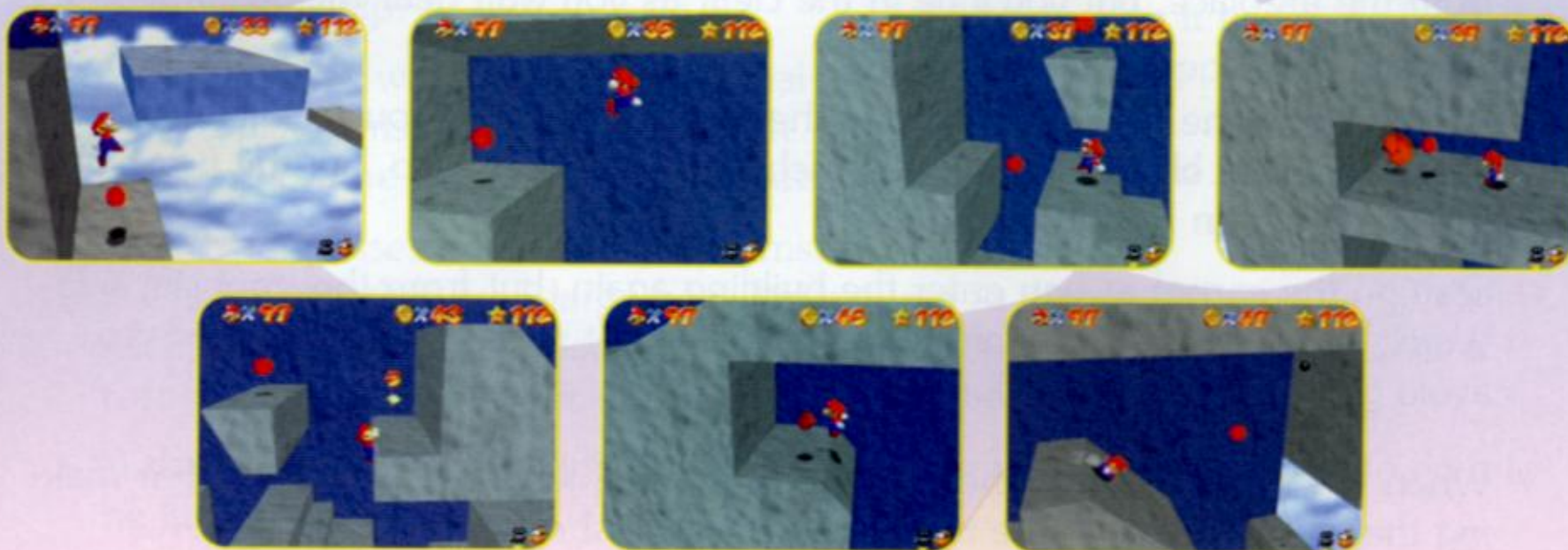


Star Three:

Collect all eight Red Coins.

- This is probably the easiest Star to get in this level. From the group of four octagonal-shaped platforms, move forward toward the large stone maze. You'll find all eight Red Coins here.
- Enter the maze by way of the hole level with the moving yellow platform. Run straight to the left and leap the chasm with a "Yahoo!" jump. Grab the first coin and jump back to the right. Leap up to the next level by way of the ledge just above your landing point.
- To the left is the second coin. Grab it and go up another level, but watch out for the Flame Shooter behind the coin.
- The third coin is just to the left over a small gap in the blocks. Carefully make a small hop so that you grab the coin and then the ledge beyond it. Above and to the right you should see the fourth coin.
- Make your way up to the fourth coin's ledge. To the left you'll see a thin platform with the fifth coin. Jump towards this platform, but spring off it so that you double jump up to a higher platform where the sixth coin rests.

- Head all the way to the right and you'll find the seventh coin hovering high above a slope. Slide down the slope and jump up to grab the coin as you go. You should land right next to, if not on top of, the final coin.
- The Star appears at the bottom of the maze in the large gap you jumped to grab the first coin.



Star Four:

Cross the falling platforms.

- At the four octagonal-shaped platforms, go to the left and slide down the pole to the platform below.
- Hop on the see-saw platform at the end, and then head to what would be the left when facing the pole from the see-saw. This leads to a path full of falling wooden blocks and platforms of various types.
- As you make your way through this part of the course, it's important to keep moving. Even hopping in place keeps the wooden platforms from falling while you orient yourself or wait for the path to clear.
- At the Goomba, make your way up the wooden slope by jumping from knob to knob. This task is a lot like the inside of the sunken ship in Course 3.
- Cross the swinging platform and you're home free. Star Four is floating unprotected just ahead.



Star Five:

Beat the pyramid trap.

- Follow the path to Star Four until you reach the wooden slope that's guarded by a Goomba. This time continue forward and hop onto the falling wooden platforms. The short, green slope presents a unique challenge. Mario must gain enough speed to run up one side, but he must also avoid falling off the opposite side. To do so, run over the hill and jump on your way down the opposite side.

Keep moving and jump past the Flame Thrower. Just ahead is an area full of Pyramids.

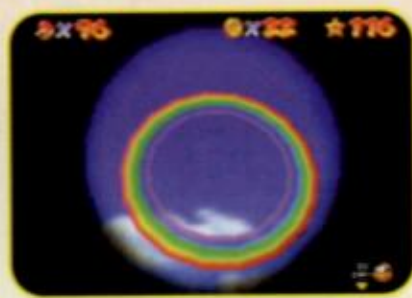
- Step on the Purple Switch, which turns the Pyramids upside down enabling you to stand on them. The challenge is to use the platforms to reach the top before they return to normal.
- Hop to the second platform, and then quickly double jump to the lower of the two platforms overhead. Jump back to the left to a large platform and grab the fifth Star.

Tip: When time is running out, the ticking noise increases just before the platforms reverse. If you simply don't have a chance of making it to the end, it's better to hop off before you're tossed off. The platforms tend to throw you over the edge, but Mario should be able to jump down fairly safely.



Star Six:

- To get this Star, you must first open the cannon hatch on the Airship. At the back of the coin maze from Star Three is a long vertical passage to the top. Jump from the right wall to the left wall, and then back and forth until you reach the top. The Pink Bomb is just to the right.
- Now that the cannon hatch is open, make your way to the Airship using the steps from Star One.
- Go to the stern of the ship and get into the cannon. Aim the crosshairs at the pole and just a little above the center of the large Rainbow Ring.
- When aimed correctly, you will fly through the ring and land on the pole. There's a MarioChucker waiting below. Avoid him and hit the Orange Switchbox to unleash the sixth Star.



Bonus Star:

Collect 100 Gold Coins.



Bonus Course: Bowser Fight #3

Well, this is it! As if the other Bowser levels weren't difficult enough, they had to make this course one of the most challenging in the game.

Location: Fourth floor, jump in the hole.

Requirements: 70 Stars

Enemies:

- Bowser
- Goombas
- Electric Orbs
- Piranha Plants
- Flame Shooters



Places & Items

Purple Switch

- In front of the first colorful slope is a Purple Switch. When you step on it, the slope turns into climbable platforms.



Heart

- While riding the arrow platform, there's a heart on the first stone platform that the arrow platform passes under.
- There's a second heart just before the pipe that leads to Bowser.



Mushrooms

- In the center of the first Ferris Wheel is a Mushroom.
- There's another Mushroom resting on the far end of the first wooden platform.
- A Mushroom is hiding behind the left pillar closest to the pipe that leads to Bowser.



Orange Switchbox

- The Orange Switchbox is above the first rotating octagonal-shaped platform; inside is a Mushroom.



Stars

Star One

Collect all eight Red Coins.

- One coin floats high above the first sliding blue platform. Push the nearby box toward the moving platform and stand on it to give you the height needed to grab the coin. A double jump will reach the coin, but you need to pull back towards the box as you descend from your jump. This will enable Mario to either land on the box or grab the edge of the box.
- The second coin is in plain view after you jump off the first rotating platform. Look out for the tiny Piranha Plant that pops up as you approach the coin.
- At the first see-saw, jump down to the platform below from the edge closest to the Ferris Wheel. Follow the string of coins toward the edge of the lower platform, and you should see the third coin sitting on a short extension off the main platform.
- The fourth coin is found hanging near the edge at the top of the gravity-defying platform.
- As you ride the arrow platform, the fifth coin is hiding above the first group of wooden blocks. Jump so that you clear the highest wooden block and then fall back onto the arrow platform.
- There's a coin behind the Flame Shooter's spire on the next octagonal-shaped moving platform.
- The seventh coin is on top of the pole between the two retracting yellow platforms.
- There's a hidden ledge under the stairs just before the pipe to Bowser. Hop off the staircase and onto the ledge to find the eighth coin.
- After getting all the coins, the Star appears behind the pipe that leads to Bowser.



Free the Princess!

Defeating Bowser!

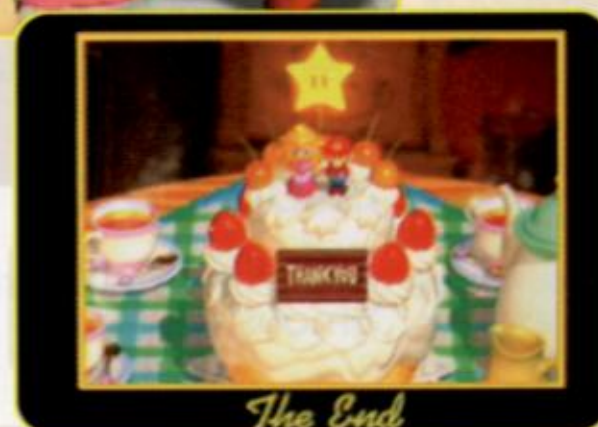
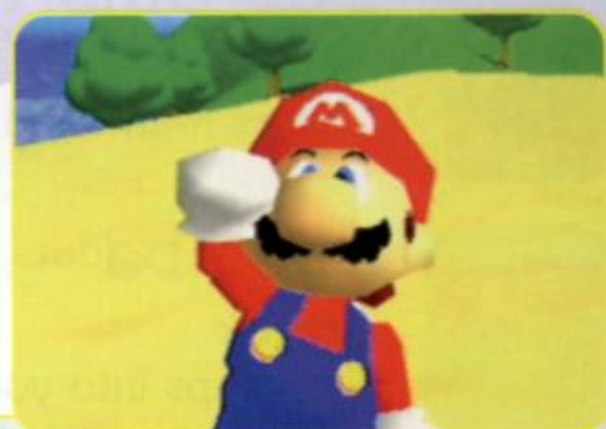
This time around Bowser pulls out all the stops and he's tougher too! You need to throw the large lizard into three bombs before he goes down for the count.

- Bowser has two new attacks in this level. If you throw him off the edge and miss the bombs, he'll jump back up with a thunderous stomp. This stomp always creates two large shockwaves. The shockwaves are easy to dodge from far out, but Bowser's landing can also destroy a wedge-shaped portion of the platform. It's unlikely that this will harm you directly, but it does give Mario less room to move about.
- Attack Bowser as you did in the previous boss fights. When he hits a bomb, get behind him when he lands and grab his tail before he can move (if you can predict his path). If you can do this successfully, you're set!



- It isn't easy defeating Bowser, but it can be done if you play patiently and carefully. When you've blown up Bowser three times, he relinquishes the final Star and releases the Princess from her long slumber!
- It's all over! And remember... to the victor come the spoils!





The End

Da Bad Guys



Bob-Omb

Attack

Chases Mario and explodes.

Strategy

Run away until it explodes or pick it up and throw it at someone/something.



Goomba

Attack

He bumps into you.

Strategy

Walk up behind him and quickly pick him up, then lob him at something/somebody.



Giant Chomper

Attack

Charges at Mario and knocks him down.

Strategy

Lead him toward the wall until he's at the end of his tether, getting ready to charge. As he charges the wall, jump onto the wooden peg and stomp on it. Jump down quickly and run out of the way before he charges.



King Bomb

Attack

He picks up Mario and tosses him. This does no direct damage, but causes damage if Mario is thrown off a high platform.

Strategy

Walk up behind him, pick him up and throw him. Repeat this process three times. Only throw him over the side of the mountain for amusement—it does no damage.



Blockhead

Attack

Smooshes Mario.

Strategy

He's invulnerable. Avoid him by running underneath and away from him the moment he begins to rise.



Piranha Plant

Attack

It bites.

Strategy

Throw something at it or stomp/kick it before it wakes up.



Stone Slab Monster

Attack

Smooshes Mario.

Strategy

Stand in front of it until it wobbles, and immediately run to the side. When it falls, stomp on its band-aid.



Giant Stone Slab Monster

Attack

Smooshes Mario.

Strategy

Stand in front of it until it wobbles, and immediately run to its side. When it falls, stomp on its band-aid.



Giant Bullet

Attack

Rams Mario.

Strategy

He's invulnerable. Get out of his way.



Bouncing Snowmen

Attack

They bump and smoosh Mario.

Strategy

Run under it as it bounces towards Mario.



Snowball Throwing Snowmen

Attack

Throws snowballs.

Strategy

Run around it several times to make it dizzy and it disappears.



Spinning Flower Guys

Attack

They bump Mario.

Strategy

Jump or stomp on them. Jumping on them causes Mario to spin into the air, giving him the ability to float for a few seconds.



Giant Eyeball

Attack

Shoots projectiles.

Strategy

Run around it several times to make it dizzy and it disappears.



Electric Orbs

Attack

They zap Mario if he makes contact.

Strategy

Invulnerable. Avoid them at all costs.



Lil' Boos

Attack

Bump Mario when he's not looking.

Strategy

Stomp or hit them while they're not solid to make them go poof!



Big Boos

Attack

Bump Mario. As they take damage, they get faster.

Strategy

Stomp or hit them while they are solid.



Man-Eating Piano

Attack

Chases Mario.

Strategy

Invulnerable. RUN AWAY!!!



Flying Chairs

Attacks

Kamikaze-style attack.

Strategy

Dodge it.



Spiders

Attacks

Bump Mario.

Strategy

Stomp or jump on him.



Giant Eel

Attack

Bites and bumps Mario.

Strategy

Invulnerable. Avoid him.



Sliding Toxic Box

Attack

Bumps Mario.

Strategy

Avoid it.



Giant Oysters

Attack

Bites and bumps Mario.

Strategy

Invulnerable. When it opens, Mario has about three seconds to get whatever is in the oyster before it shuts and inflicts damage on Mario.



Flame Shooters

Attack

Shoots a red burst of flame that chases Mario until it burns out or hits something.

Strategy

Invulnerable. Run until the flame dies out and avoid the Sphere.



Gas Mask Guys

Attack

They spit small cannonballs.

Strategy

Stomp, punch, or kick them.



Bats

Attack

Bump Mario.

Strategy

Punch 'em, kick 'em, but stompin' 'em is tough.



Gophers

Attack

They throw rocks at you.

Strategy

Stomp or jump on their heads, but they keep reappearing. Cover their hole to keep them from coming out.



Little BullBombs

Attack

Bump Mario but cause no damage. Cause indirect damage by knocking Mario off platforms.

Strategy

Punch, kick, or stomp them off the direct platform before they bump off Mario.



Big BullBombs

Attack

Bump Mario but cause no direct damage. They can cause indirect damage by knocking Mario off platforms.

Strategy

Same as the Little BullBombs; however, they're tougher to defeat.



Blockhead Mummy

Attack

Smooshes Mario.

Strategy

Invulnerable. Avoid being directly under them.



Multi-faced Box

Attack

Smooshes Mario.

Strategy

Invulnerable. Avoid him or stand in his path so that the hole in the box is on the bottom.



Rolling Blockhead Mummy

Attack

Smooshes Mario.

Strategy

Invulnerable. Dodge or double jump over him.



Sharks

Attack

They bite and bump Mario.

Strategy

Invulnerable. Don't touch!



Manta Ray

Attack

Bumps Mario.

Strategy

Invulnerable. Don't touch him, just follow him through the rings he leaves.



Water Skimmers

Attack

Bumps Mario.

Strategy

Jump or stomp on them.



Smiling Cloud

Attack

He blows strong winds that knock Mario off cliffs.

Strategy

Invulnerable. Avoid him. Run past him after he finishes huffing and puffing.



Shy Guys

Attack

Bump Mario and/or shoot tiny red flames.

Strategy

Jumping on them causes Mario to spin into the air and enables him to float down gracefully.



Wind-Up Dustpans

Attack

Scoop up Mario and flip him.

Strategy

Invulnerable. Run away or use them to reach higher ground.



Giant Goombas

Attack

They bump Mario.

Strategy

Bounce on 'em.



Lakitu

Attack

He bumps Mario and drops spikey, red creatures.

Strategy

Punch him from below, but don't attack the red spikeys!



MarioChucker

Attack

Throws Mario, but causes no direct damage. Can cause damage if Mario is thrown over a ledge or off a platform.

Strategy

Run behind it, pick it up by the black square, and toss it for some Gold Coins.



Tiny Goombas

Attack

They bump Mario.

Strategy

Bounce on 'em.



Small or Giant Shrinking and Growing Piranha Plants

Attack

Breathes fire and bites/bumps Mario.

Strategy

Jump on its head or punch/kick it.



Roaming Cactus

Attack

Bumps Mario.

Strategy

Bounce on his head, throw stuff at it, punch it, etc. Just make sure he doesn't pull himself back together.



Giant Vulture

Attack

He swoops down at Mario.

Strategy

Invulnerable. Grab any goodies he's carrying, but don't touch him!



Big Fish

Attack

Can swallow Mario!

Strategy

Invulnerable. Avoid it at all costs.

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SUPER MARIO



We've packed all the fun and excitement of Super Mario 64 into this one-of-a-kind guide. All the strategy, secrets, tips, and tricks you need to win are right inside!

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- Strategy for defeating Bowser & all the Bosses
- How to find and beat all the Bonus Courses
- Yoshi's secret location revealed!
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And more!

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